Lab 3

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The purpose of this lab was to create Reflex Tester/Slot machine game. We were able to do this by collaborating with the whole class and having each group create different subroutines. This allowed us to learn about the importance of modular programming and how powerful it can be.

One of the many benefits to modular programming is making the code much more readable. By breaking down pieces of code into subroutines we are able to call these same lines of code multiple times within our program without having to copy and paste those specific lines when they are needed. Also, when using modular programming, we are able create functions that execute a desired task. This reduces the number of lines of code that are needed in a program and makes the code much more readable to anyone who is looking at it. It is much easier to read code that calls subroutines rather than try to decipher code that is run start to finish written in one large chunk.

Another benefit of modular programming is how it improves reusability. By having our code separated into subroutines we are able to reduce the amount of extra lines of code we have and save space in program memory. Also, if any modifications need to be done it is much easier to change a subroutine and have this change be applied to wherever the subroutine is called. Otherwise if subroutines were not used the code would need to be modified in every single location it was used in.