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GitHub Link:

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Date: 8/23/17

Lab Title: Algorithms

Lab Description (in your own words):

The goal is to create an algorithm for a guessing game. The program should randomly choose a number between two set numbers. The person then tries to guess the randomly generated number. If they guess incorrectly, the program will either say “higher” or “lower.” The program will also keep score. Each incorrect guess subtracts 1 point from 10.

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| --- | --- | --- | --- |
| **Known** | | **Unknown** | |
| I know what an algorithm is. | | I don’t know which order to write the algorithm. Should the points be subtracted after every incorrect guess or at the end?  How specific do I make the instructions?  Should the algorithm repeat and use the same steps repeatedly, or should it all be one long page? |  |
| Problems | Solutions | | |
|  |  | | |

Summary of problems and project completion: