

Chapter 3 Project

Part 2- Math Tutor

START

Seed the random number generator

DO

Generate two random numbers between 1 and 10:

num1 = random(1-10)

num2 = random(1-10)

correct_answer = num1 + num2

Display: "What is num1 + num2?"

Get user_answer

IF user_answer equals correct_answer THEN

Display: "Correct!"

ELSE

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Display: "Sorry, the correct answer is", correct_answer

ENDIF

Ask the user: "Would you like to try another problem? (Y/N)"

WHILE the user enters 'Y' or 'y'

Display: "Goodbye!"

END;

Math Progress:

$(num1 + num2)$
ex. Basic Addition