## ****Shut the Box****

Student’s name

Instructor’s name

Course name

Institution affiliation

Date

## ****Shut the Box****

1. **(CRITICAL QUESTION) Here are the time estimates for each portion of the project:**

* **A) Single-play portion**

1. Initial setup and understanding of requirements: 1 hour
2. Writing and testing the single-play functionality: 2 hours
3. Debugging and refining: 1.5 hours
4. Total: 4.5 hours

* **B) Multi-play portion**

1. Designing the loop structure for multiple games: 0.5 hours
2. Implementing the loop and integrating single-play functionality: 1 hour
3. Testing and refining: 1 hour
4. Total: 2.5 hours

* **C) Play with error detection portion**

1. Planning error detection strategies: 0.5 hours
2. Implementing error detection mechanisms: 1 hour
3. Testing and refining error handling: 1 hour
4. Total: 2.5 hours
5. **The hardest part of this lab was likely implementing the error detection portion.**

Handling various user inputs, ensuring the program gracefully handles errors, and validating user input without disrupting the flow of the game can be challenging.

1. **What to remember**

From this exercise, I will always remember the importance of careful planning andtesting, especially when dealing with user inputs and game logic. Additionally, the experience reinforced the significance of breaking down larger tasks into smaller, manageable chunks, making the development process more organized and efficient.