The code in Stepping Stone 4 creates a class called SteppingStone3\_Branches. This class has a public main function that seems to gather data about an ingredient, specifically the number of cups of the ingredient while ensuring the number of cups the user inputs is less than 100.

The techniques implemented include branching based on conditional statements including nested branches.

The only challenge I encountered while developing the code is that deciding whether to change a hardcoded value to a constant variable or not. If the user puts in a value greater than 100 for numCups more than once, the program prints "numberCups is greater than 100. Sorry you are out of attempts". “100" is hardcoded rather than printing the value assigned to MAX\_CUPS. I choose not to change the hardcoded value. In the real world I would have changed the program to use MAX\_CUPS instead. While it is a constant, its assigned value could be updated by another developer in a future version of the program and cause the printed statement to be inaccurate.