**Student Name/Grade: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Rubric:**

\_\_\_\_\_\_ / 10 Creates 10 randomized jumps for Open

\_\_\_\_\_\_ / 10 Creates 10 randomized jumps for Intermediate

\_\_\_\_\_\_ / 5 No repeats within each class

\_\_\_\_\_\_ / 10 Always 5 or 6 points for Open, 4 or 5 for Intermediate

\_\_\_\_\_\_ / 5 Formatting/variable names/style

\_\_\_\_\_\_ / 10 Assignment Submitted Correctly and on time

\_\_\_\_\_\_\_ Total

**Description:**

Skydiving competitions consist of 2 different skill classes, Intermediate and Open, that have different sets of 10 randomly generated jumps (called the “Draw” for that competition) that follow the rules we learned last week, with a few tweaks. Your job is to create a program that makes a Draw for both Open and Intermediate classes.

The Open class draw is exactly what we did last week: Blocks 1-22 count as 2 points each, Randoms A-Q (but not I) are 1 point each, and either 5 or 6 points total per jump.

The Intermediate class is almost the same, but missing a few of the more complicated Blocks. Throw out Blocks 3, 5, 10, 12, 16, and 17. Intermediate jumps are always either 4 or 5 points, and for those you draw on 3 and hold on 4 (just like last week, but stopping 1 point earlier).

Your draw\_generator\_lastname program needs to print out a valid 10-jump draw for both Open and Intermediate classes and clearly label them. One catch: once a formation is used once in a jump, it can’t be used in ANY of the other jumps after it for that skill class. So if Block 21 is in Open jump #1, it can’t show up again in jumps 2-10. The Open and Intermediate jumps are totally separate, so Block 2 can be in Jump 1 in Open and then Jump 5 in Intermediate. Basically, if you can get the Open draw to work the Intermediate draw will be super easy once you delete the extra blocks and change a couple of things.

Comment your code as usual and email it to me with the subject line [ICS] Week 12 LastName.