

# Lab Hoppity Hop

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## Learning Outcome:

- Formulate an algorithm
- Practice the use of if-else
- See the usefulness of conditional operators

## Play Hoppity Hop:

- Students count out loud 1, 2, 3, .. to establish an order in the class (first student 1, second student 2, etc. )
- Repeat, but this time nobody can mention a multiple of 3. Instead s/he has to say Hoppity
- Repeat, but this time in addition to Hoppity nobody can say a multiple of 5. Instead s/he has to say Hop
- Repeat everyone has a clear understanding of the rules of this game

## Description:

Displays the numbers from 1 to 25, each in one line. However, every multiple of 3 is replaced by the word **Hoppity** and every multiple of 5 is replaced by **Hop**

Build groups of up to 4 students.

Before starting with the implementation groups gather around the white boards to think through the problem and to write a pseudo code.

Students can also walk around the room and to check out approaches of other teams.

As soon as a team has completed its pseudo code and the team members agree that they found a feasible solutions they can start implement their algorithm.

## Output:

```
1
2
Hoppity
4
Hop
Hoppity
7
8
Hoppity
Hop
11
Hoppity
13
14
Hoppity Hop
16
17
Hoppity
19
Hop
Hoppity
22
23
Hoppity
Hop
```