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F/18

CIT 111

West Hills

### Fishing Rod

My program is focusing on fishing. In my program I have three fishing rods and they all have four variables. The four variables are; bait type, cast distance, fish caught, fish length. Every fishing rod has different information stored in these four variables.

One idea I have for future project development could be I could've put a random number generator in. I feel I could've put this in to show if the rod caught a fish or not. I think it would've made my project a little more interesting.

Access:

[https://github.com/brandonboburka/CIT111\\_CCAC/blob/master/FishingRod](https://github.com/brandonboburka/CIT111_CCAC/blob/master/FishingRod)

[https://github.com/brandonboburka/CIT111\\_CCAC/blob/master/Lake](https://github.com/brandonboburka/CIT111_CCAC/blob/master/Lake)

```
run:
FirstFishingRod's bait type: Worm
FirstFishingRod's cast distance: 80
FirstFishingRod's fish caught: Bass
FirstFishingRod's fish length: 10

SecondFishingRod's bait type: Shiner
SecondFishingRod's cast distance: 120
SecondFishingRod's fish caught: Catfish
SecondFishingRod's fish length: 16

ThirdFishingRod's bait type: Power Bait
ThirdFishingRod's cast distance: 160
ThirdFishingRod's fish caught: Walleye
ThirdFishingRod's fish length: 12

BUILD SUCCESSFUL (total time: 0 seconds)
```