

Agenda

- Invite the Spirit
- Whiteboard Discussion Loops & Conditionals
- Code Together
- Explore Assignment #1
- Preparation



Invite the Spirit

John 14:26-27

But the Comforter, which is the Holy Ghost, whom the Father will send in my name, he shall teach you all things, and bring all things to your remembrance, whatsoever I have said unto you.

Peace I live with you, my peace I give unto you. Let not your heart be troubled, neither let it be afraid.



Assignment 1 Requirements

- Pass Test Bed:
 - Req 1: Program prompts for seed and applies it correctly to the random number generator
 - Req 2: Program displays "Higher" if the guess was too low and "Lower" if the guess was too high
 - Req 3: Program prompts for another guess until the guess is correct
 - Req 4: Program displays "Congratulations" and the number of guess it took if the guess was correct
 - Req 5: Program allows the user to play again without changing the seed
- Code contains comments to explain the purpose of loops, decisions, and complex code.
- Must use loops correctly and properly use the random number generator code (as explained in the instructions).



Preparation

- Submit Checkpoint 1B
- Start Work on Assignment 1

