So my approach was to getting this program to the point it is currently at was to review the book and look at my previous array programs and then start to reverse engineer how the game should work and try and get everything to fall into place. All the problems that I encountered revolved around getting the counter to allow me to put in a proper number (I.E. A number between 1&4) as well as getting the random number generator to work. Also getting it so that I could put in a number and get it to stop after a certain amount of numbers was also hard for me but I believe I got it done right. Then came the Play Game method a lot of the things that should have been in there are in my main method because I could never get the play game method to return or call anything there was always a red squiggly line underneath it. That was also a problem returning the play game method no matter what I did where I moved it or how I displayed the method it always came back to me with an error. But despite how difficult and how many Id10t codes I had I found that… I am absolutely terrible when it comes to coding and that coding any type of game (that I have done so far [which is only the one]) is a massive pain in the back and I should be kept away from it. But in all honesty despite how difficult it was it truly was a interesting assignment.

The following bugs occur in the program:

-The guess counter doesn’t reduce after each set

-The result repeats four times

-The fact that you can add on (type right next to) the result