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**CS31 Smallberg**

**Fall 2020**

1. Most significantly, I had trouble figuring out the debugger tool on the IDE I was using, XCode. It also took me a bit to figure out the algorithm to calculate the import duty, because I was having trouble with the structure of the if statements, but I figured it out.
2. Empty cheese type (“”, 400, “Cheese Factory”)

Non-positive value (“Swiss”, -700, “Cheese Factory”)

Empty importer (“Swiss”, 400, “”)

Value under 1000 (“Swiss”, 400, “Cheese Factory”)

Value between 1000 and 13000 (“Swiss”, 10000, “Cheese Factory”)

Value between 1000 and 13000 w/ special cheese (“chesire”, 10000, “Cheese Factory”)

Value over 13000 (“Swiss”, 14000, “Cheese Factory”)

Value over 13000 w/ special cheese (“chesire”, 14000, “Cheese Factory”)

Value w/ fractional duty (“Swiss”, 12573, “Cheese Factory”)

Non-integer value (“Swiss”, 1400.76, “Cheese Factory”)

Very low value (“Swiss”, 0.10, “Cheese Factory”)

(In all cases program should behave in way required by spec)