

## COP 2220 Program 1 sample algorithm Spring 2017

1. Greet the user
2. Get a solution letter
3. Change the solution letter to uppercase
4. Ask for a guess
5. Get a guess
6. Change the guess to uppercase
7. Compare the solution and the guess, if the match go to 10.
8. Give feedback to the use on the comparison of the guess and the solution
9. Check if the user has reached max number of guesses, if not go to 4.
10. Tell the user if they won or lost
11. Check if there is another game to play, if yes go to 2.
12. Say goodbye