CS 161 Assignment 3a - Testing and Design Plan
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Project 3a -

Test Plan

User inputs 5	Output “Please enter 5 integers"
User inputs -4, 105, 2, -7, -10	Output “min” as -10 and “max” as 105

Test Plan

User Inputs 2	Output “Please enter 2 integers"
User inputs -10 and -12	Output “min” as -12 and “max” as -10

Pseudocode Design

```
prompt user to enter a positive integer
Initialize numOfValues to the user-entered value
Initialize values;
Initialize min and max to 0
prompt user to enter integers equal to the value numOfValues
    Loop through inputs where numOfValues > 0
        Inside of the loop prompt the user to input values
            If values is > min
                Set max equal to values
            Else if values < min
                Set min equal to values
output min and max
```

Project 3b -

Test Plan

Input file name “intList.txt” which contains: 10 12 -13 14 15 -20 21 544	output “Here are the numbers stored in the file intList.txt:” 10 12 -13 14 15 -20 21 544

Pseudocode Design

```
prompt user to enter the text file name
Initialize inputFile and set it to the text file
If the file is found and opened
    Start a loop that displays each integer contained in the file
        Output each integer inside the file
        Close the file when the last integer is outputted
Else if the file cannot be found
    Output an error message that says the file couldn’t be found
```

Project 3c -

Test Plan

User inputs number 12 for guessing	Output “Enter your guess"
User inputs number 13	Output “Too high - try again"
User inputs number 10	Output “Too low - try again"
User inputs number 12	Output “Nice work! You guessed it in 2 tries."

Pseudocode Design

```
Prompt user to enter a number for another player to guess
Initialize correctValue and set it to the user’s input
Initialize a boolean guessCorrect and set it to false
Initialize userGuess
Initialize guessCounter and set it to 1
Start a loop that runs while guessCorrect is equal to false and prompt the user for an input
    If userGuess is greater than the correctValue
        output “Too High - try again”
        Add 1 to the guessCounter
    If userGuess is less than the correctValue
        output “Too Low - try again”
        Add 1 to the guessCounter
    If userGuess is equal to the correctValue
        output “Nice work! You guessed it in <guessCounter> tries”
        break out of the loop
```