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CSCIS 111

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Lab Report

**guessGame Application**

**Analysis and Design:** During this assignment, I developed a guessing game application where the code generates a number between 1-100 and asks the user to guess what number the computer is thinking of. The code then, creates a loop by using the “while” command to tell the user whether their guess were too low or too high. The loop also allows the user to guess again. Once the user guessed the right number, the loop ends, and the game is over.

**Code:** Attached in the zipped folder. Notice: this zip folder may contain another zip folder

**Testing:** I’ve tested the application many times by constantly guessing random numbers until I guessed correctly. I also tried to guess really low numbers to see whether or not the program might crash and give me a different answer. After many testing, the application work correctly with generating a random number and determining whether my input was too low or too high.

**Evaluation:** After completing this application, I learned a lot about the idea of looping and generating random numbers. This assignment shows me that, by plotting and documenting what my plan is in building this application; really help my application runs smoother.