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Lab 3 Short Answer

9/12/2019

Answer one of the following questions for full credit for this assignment. Place your questions in the “Answer” section below. Answers for each question should be between 40 words and 100 words. Number your answer with the same number that is associated with the question.

1. How can random numbers make game programs more fun?
2. What are modules and how can they help a programmer?
3. What is stepwise refinement and how can it help a programmer?

ANSWERS:

1. Stepwise refinement, also known as a “top-down” design, is just a method of designing a program by first designing broad, general functions, then breaking each of those functions down into more and more specific functions until the program is complete.