Eric Zorn

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Computer Science

Professor Blake

The object of the game was to setup on two different teams and try to write a program that countered the other program. Both of the integers that you are using are needed to be set to either positive or negative five. The reasons that the setup works out are because each of the teams represents a different symbol. One of the teams is positive and the other team is negative. The first team to run a successful program and reaches their number, wins. Personally, I think that this lab helped a lot and showed how to setup a true running and functional program. The lab demonstrated that you needed to include the smallest things in order for the code to work and create a program that can run well. Also, the lab demonstrated that when certain code is added to the program, it could completely change the way that it runs and determines the outcome to be the opposite of what it originally was going to be. The strategies that we used to win the game were to make sure that we had a counter statement and that when we would play the counter, we would have a card that would enable us to move the integer in the negative direction. If we had a card that would allow us to switch hands, we played that because it enabled us to create a new strategy and switch the game around. Therefore, we would take their cards and make the direction of the game switch into the negative direction. I found this lab very helpful with learning how to program and the idea of the game changed significantly since we played it during our orientation to the major. It allowed us to learn the fundamentals of what works and what doesn’t work while making a program, as well as, if something doesn’t work, it explains how to fix it. Our team ended up winning both rounds of the card game.