Program 3 Algorithm

1. Ask user for input
   1. How many rounds do you want to play?
      1. If user enters input < 1 or input > 20, explain error and return to step 1a
      2. If user enters a number between 1 and 20, including 1 and 20, continue to step 1b
   2. How easy of a string?
      1. If user enters input > 3 or < 1, explain error and return to step 1b
      2. If user enters input between 1 and 3, including 1 and 3, continue to step 2
2. Begin round
3. Generate random word slice
   1. If difficulty level set at 1, word = 5 chars
   2. If difficulty level set at 2, word = 7 chars
   3. If difficulty level set at 3, word = 10 chars
4. Generate random start and end slice values
   1. If difficulty level = 1, start slice value can be from 0 to 2 and end value can be from 2 to 4
   2. If difficulty level = 2, start slice value can be from 0 to 3 and end value can be from 3 to 6
   3. If difficulty level = 3, start slice value can be from 0 to 4 and end value can be from 5 to 9
      1. Start slice negative = 25%
      2. End slice negative= 25%
      3. Reverse slice = 25%
      4. Interval is 2 or -2 = 25%
5. Ask the user what the slice of the generated word is
   1. If user enters correct response, tell them and add one to correct answers total
   2. If user enters incorrect response, tell them
6. If another round is needed, return to step 2
7. End rounds
8. Output number of correct responses out of total responses and percentage of correctness.
9. Ask the user if they would like to play again (consider different versions and code to include them)
   1. If yes, start again at step 1
   2. If no, end program