

**TITLE**

**Bop It!**

**LAB # 6**

**SECTION # 7**

**FULL NAME**

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**SUBMISSION DATE:**

**DATE: 12/6/22**

## Problem

The purpose of the lab was to create a Bop It game. The game will involve printing a line telling the user which button to press (chosen randomly by the program) and will wait a certain time for a response.

## Analysis

Program prints message telling user to push a button to start game. Once in a game, output tells player which button to push. The button to press should be determined randomly.

## Design

The design of the lab consists of while loops with if-else statements for randomizing the buttons and giving a set of commands on which buttons need to be pressed.

## Testing

The problem of the lab was to take the average of the controller and how to randomize the buttons that need to be pressed

## Comments

It was a difficult to find a solution on randomizing the buttons and not have a pattern or loop every time the code restarted

## Screen Shots