Lab Report 1

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**Initial Design Plan:**

1. Welcome user to program
2. Asks user to choose the number of sticks to start with
3. Asks the user the number of sticks to take away
4. Loop until last 4 sticks
5. If computer gets last stick say “You lose!”
6. If user gets last stick say “You win!”

**Summary**

Initially, the program takes the number of sticks the game begins with as an integer variable. It then implements a while statement that is based on the value of this integer. As long as the value of the variable is greater than 5, then the program will loop, taking 4 sticks, and allowing the user to take 4 sticks. When there are only 4, or less, sticks remaining. The computer takes them all and wins the game. If the human takes the last sticks, then he/she wins the game.

**Implementations:**

* Accomplished using sever if/else statements
* Accomplished using a successful while loop
* Accomplished neat program format

**Testing**

* All integers above 0 were tested for the initial sticks and sticks taken

**Files**

Main.cpp

**Errors**

None

**Comments**

I really enjoyed doing this lab because it was very fun. I like playing video games as much as I enjoy making them, which is a lot.