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CS-210

**Pseudocode and Flowchart Reflection**

I believe that my pseudocode follows a logical order. The rubric itself follows a logical order of turning on the coffee machine, setting the time, setting the pre-set operating time, ensuring there is enough water, and brewing the coffee. I think the most obvious variables that should be included my code would onButton, offButton, and programButton, and buttonCount since these are the operators of the coffee machine. The sections of the code that would make the most sense to put in the main() would be those pertaining to On, Off, and Program since those buttons will execute the functions. As demonstrated above, I separated my pseudocode into functions based on the differing features of the coffee machine.

When it comes to pseudocode vs. a flowchart, I think both are helpful in different ways. A flowchart is helpful when just starting to look at a how a program should flow and in what order things need to happen. Game developers will often use flowcharts to create decision based games, so this is something that definitely helps when it comes to knowing when to use if statements. Pseudocode is helpful when it comes to writing the actual code. I find that using pseudocode in comments helps me to visualize how my code should look, especially when it comes to using getters, setters, and if statements.