Assignment 3 Reflection   **John Waczak**
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Understanding

I felt that the first problem was pretty straight forward and I didn't have trouble implementing a solution for using the pass-by-reference function to order three integers. The dice-game however was much more difficult and I found that the process of writing a testing plan and then pseudo-code and then actual code helped me learn how the game was actually supposed to work. For example I was confused at first and thought that we

Testing Plan

My testing plan was overall pretty good. I found that I had difficulty figuring out a comprehensive testing plan for the dice game as I couldn't predict which dice would be rolled without hard-coding the random number seed but I think my tests gave me confidence that my solutions worked.

Design

As I mentioned the only thing I had to update in my design was reorganizing the dice-game logic as I slowly figured out how the rules worked. I was definitely confused about how the holding should work and also the difference between the turn total and the player score.

Improvement

To improve my process for working on this problem I would try and come up with some better test cases. The ones I envisioned didn't involve fixing the random number seed which in hindsight I realize is a great way to test the game. Knowing that the sequence of random numbers is fixed would help me come up with some decision trees (hold/no hold) that I could try out to make sure that the program works.