

Understanding the problem

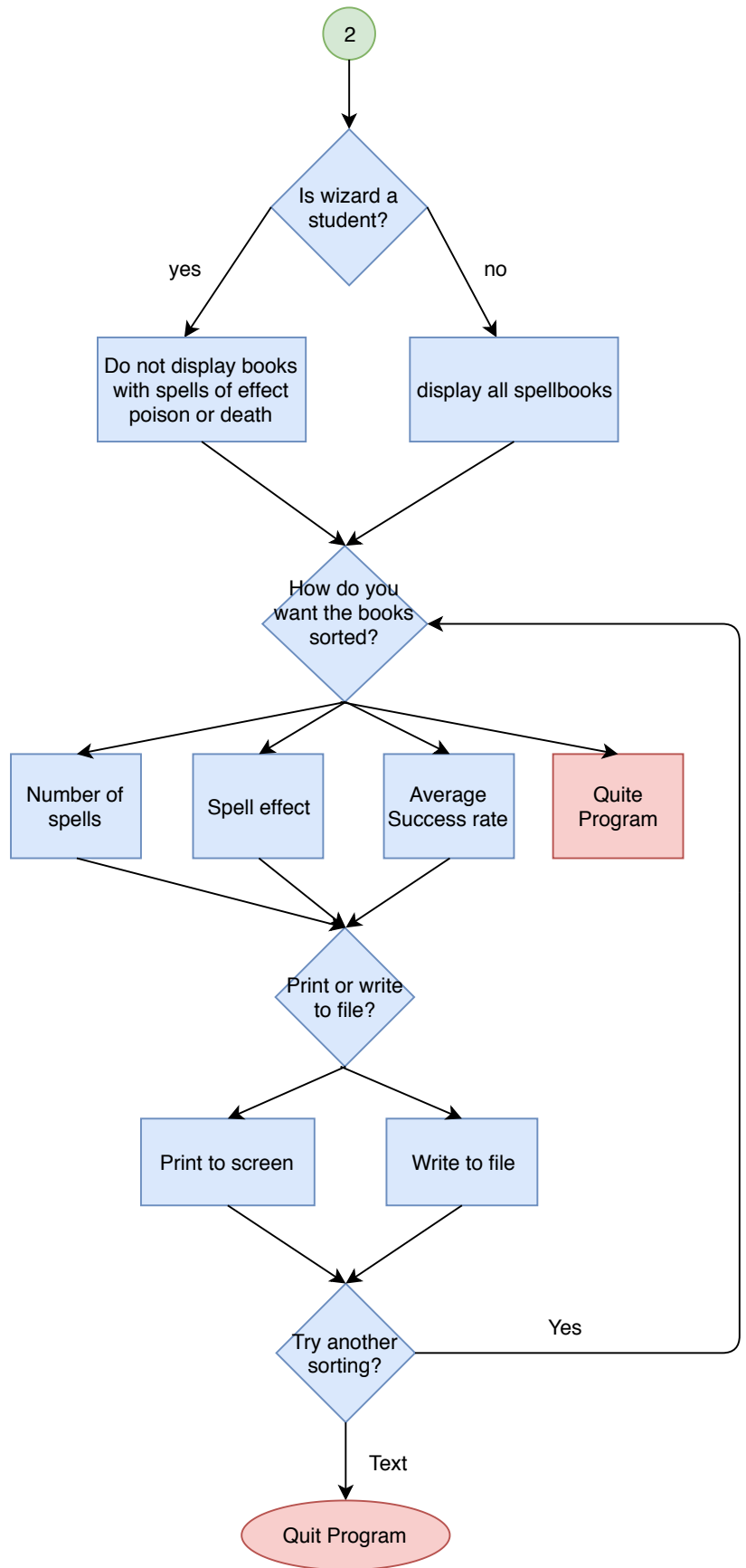
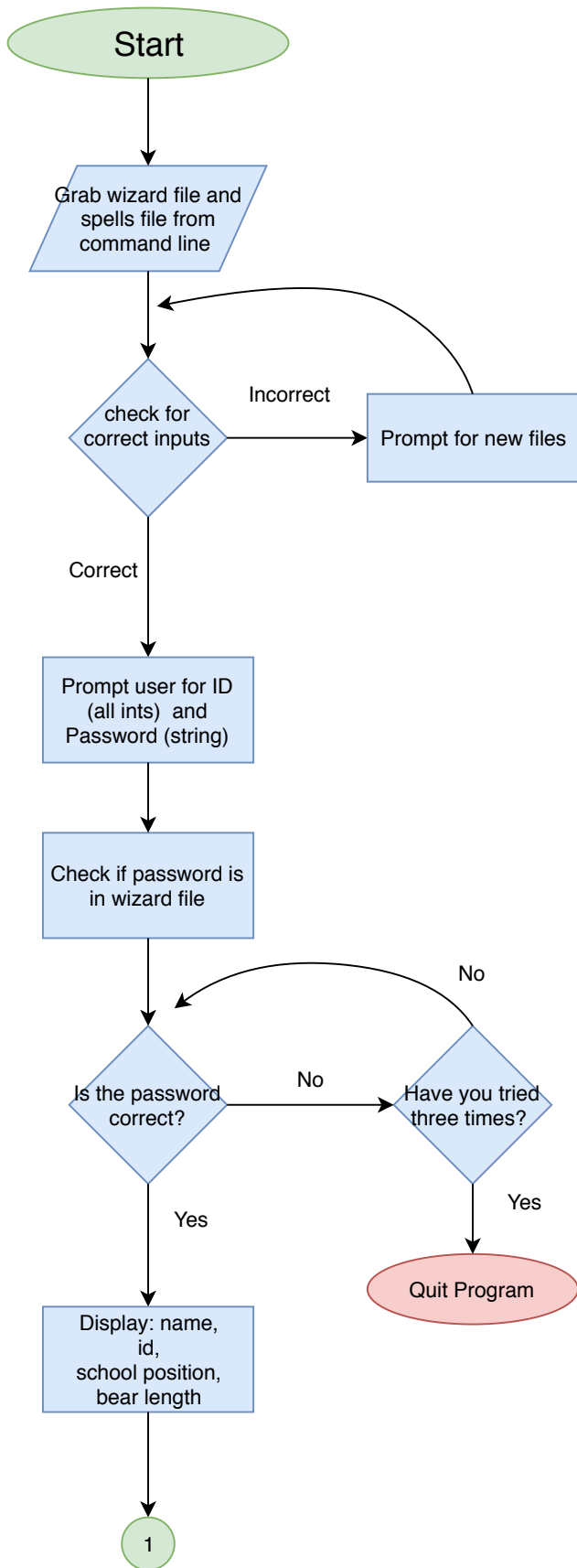
In your own words, explain what YOU think the problem is asking you to do. Document your uncertainties about the problem and anything else that you feel was unclear or vague

The problem is asking us to design a program that will check a prompt a user for login credentials, see if those credentials match a the user information in a wizard file. After logging in, the program should print the user information and then ask how they would like the spellbooks to be organized. If the user is a student, then they will not be allowed to see certain spellbooks containing evil spells. After deciding how to sort, the user should then choose either to print the information or write it to a file. Finally, the user will be prompted to re-sort the spellbooks or quit the program.

Devising a plane/design

Provide an algorithm/pseudo code to help solve the problem. In addition, draw pictures/flow charts to help you devise your plan, as well as any other design decisions you make, such as how to manage your time, how to decompose the problem, where to start first, etc.

See flowchart on next page



Looking back / testing

This includes any checking/self-reflection you did while solving the problem, which includes using a calculator to make sure the output is correct, testing to make sure your code executes correctly and behaves the way you expect under specific circumstances, using sources of information to make sense of the results, etc. However, you need to think about the input prior to implementation!!!

| Value | Expected | Met expectation? |
|-----------------------|---|------------------|
| Incorrect id | could not find wizard. please try again | |
| Incorrect pass | Incorrect password Please try again | |
| Incorrect pass (x3) | You failed to log in. (Quit program) | |
| Correct user and pass | Login successful. Display wizard info | |
| Test each sort option | Correctly sorts | |
| Print to screen | correctly displays information | |
| Print to file | correctly writes to file | |