Decision Making

Ingredients:

Variables to describe a ball and we will decide whether or not we want it.

Variables: (attributes of a ball)

color

shape

pattern

size

matched

Constants: (preferred attributes for the ball)

pcolor

pshape

ppattern

psize

Directions:

First we need to set up the variables and constants with strings to say what the ball we’re looking at has, and what we would prefer.

Then we need to go through and check whether the ball we have matches what we want for each variable and if so we add 1 to matched to keep track of the number that have matched.

This is fairly simple since we can just compare the two strings and then move into the next attribute until we’ve checked them all.

If all attributes match we’ll say that we love it and will use it right away.

If 2 or 3 attributes match we can say that the ball is okay and we can use it for now.

If 1 matches then we can say that we will go find another one.

If nothing matches, then we refuse to even look at it.