

Bag of Marbles!

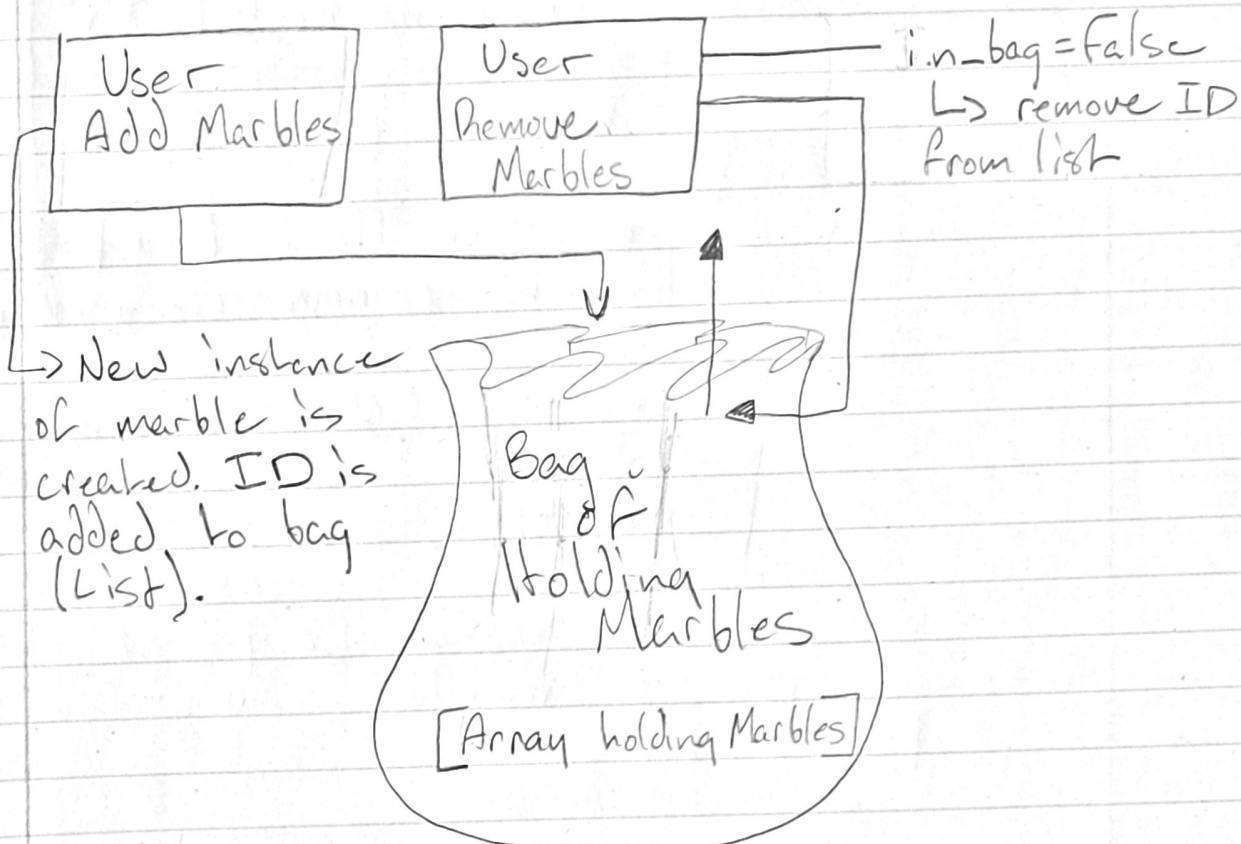
Class Marble:

Constructor (Self, color, ID)

Color = " "

ID = Num

in_bag = True



- Array or list representing bag
[1, 2, 3, 4]
↑

- Each index of list represents a place where a marble can go.

- When an instance of marble is made, it is automatically in bag, unless user removes from ("bag") List.

~~Vars~~

Bag of Marbles

... Please Pick ^{one} a Marble...

Vars: r = red marble g = green marble b = blue marble

... Allow for user input...

Vars: List = Bag of marbles [0, 0, 0]

if user_input = r

 ↳ Bag of marbles[0] = +1

if user_input = g

 ↳ Bag of marbles[1] = +1

if user_inpt = b

 ↳ Bag of marbles[2] = +1

... Would you like to remove one marble?

if user_input = r

 ↳ Bag of marbles[0] = -1

if ~~~~~

 ↳ ~~~~~[1] = -1

if ~~~~~

 ↳ ~~~~~[2] = -1

... Print bag of marbles

[1, 0, 1]