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CS 161
Assignment 3 Reflection

During the creation of assignment 3 I found myself discovering that many of the new topics that we learned about this week would be necessary to complete the assignment. This included using relational operators, loops, if/else statements, and counters. Using the textbook and lectures I was able to successfully master these topics and apply them to this week's assignment.

When creating the testing plan with my group we found that having one or two simple tests would not be sufficient to properly test the program. With this in mind we decided to come up with more specific examples that would test several different scenarios.

After the creation of the testing plan and creating a pseudo code I proceeded to create my program. I actually found that my design did not need any additional parts, but I did make a few improvements from the original pseudo code that my group had come up with. The improvements included having the prompt to the player outside of the if/else statements, and incrementing the counter inside each if/else statements. I felt that these changes helped make the program a bit more organized and effective.

When it came time to implement my program I only ran into minor issues. These issues were only minor syntax errors so they were relatively simple to fix. I think the lack of issues in this assignment can be attributed to the fact that a lot of planning went into the program before I actually started writing the code. I think that following these steps in the future, especially the pseudo code, will help prevent problems with implementation in the future.