

Scratch Cat Jumps

Completed by: _____

Tested by: _____

Write a program that will pass the tests (below).

To be completed by the tester.

- ☐ The user is prompted to input a number.
- ☐ Scratch Cat jumps as many times as instructed. Input numbers tested: _____
- ☐ Scratch Cat refuses to jump more than 10 times. Input numbers tested: _____
- ☐ Scratch Cat refuses to jump an odd number of times. Input numbers tested: _____
- ☐ BONUS: Scratch Cat handles invalid inputs (a negative number, a decimal number, or string)
 - Invalid inputs tested: _____
 - Describe what happens when the user provides an invalid input: _____

After passing the above tests, if you still have time, rework your program and get it tested again:

- ☐ Scratch Cat asks for a word (instead of a number)
- ☐ Scratch Cat jumps once for each letter in the input word
- ☐ Scratch Cat spells the word one letter at a time, one letter per jump

TOTAL TESTS PASSED: _____

To be completed by the developer.

Explain how you determined if the input number was odd or even and how you defined different behaviors for each case.