**Lessons Learned during Project <1>**

While working on Project 1 I did run into many issues. I worked on the code before I started working on the flowchart. I think that making this mistake caused a lot on confusion on my end on when to begin. The flow chart states the variables being assigned as the code is being created but when I was creating the code in visual studio I found it more helpful to have all the variables assigned first so that I knew I was assigning them all and when I was running the program it was also easier to catch my mistakes.

Another issue I ran into is that there were too many files in project one module that gave me examples/templates and it was not all very clear. I had to do some editing after thinking I was finished because another filed contained more information that should be added into my project code.

The most complicated situation for me was figuring out how to code the game when the user enters 2 whole numbers and we write the addition and division operand. I felt that casting only needed to occur once in my code but when I did the division operand after casting the number to a <double> I wasn’t getting a decimal value. Then my code worked when I casted the number to display and in the operation.

Overall this was a very helpful project. It covers chapters 1-3 perfectly. If I could do something different for my project, I would have started a bit earlier and try to make time for tutoring sessions and I would read all the files for the project before getting started with flowchart/pseudocode or coding.