

Countdown Assignment

Olivia Whitlock

Instructions (read me)

1. Create a **new RStudio Project** (File → New Project... → New Directory → New Project).
2. **Save this file** in the project as `countdown.qmd`.
3. In the next section, **insert a screenshot** of your draw (the six numbers and the target).

COUNTDOWN

How many large numbers?

0 **1** **2** **3** **4**

Generate Numbers and Target

Given Numbers: 7, 8, 10, 2, 9, 3

Target Number: 518

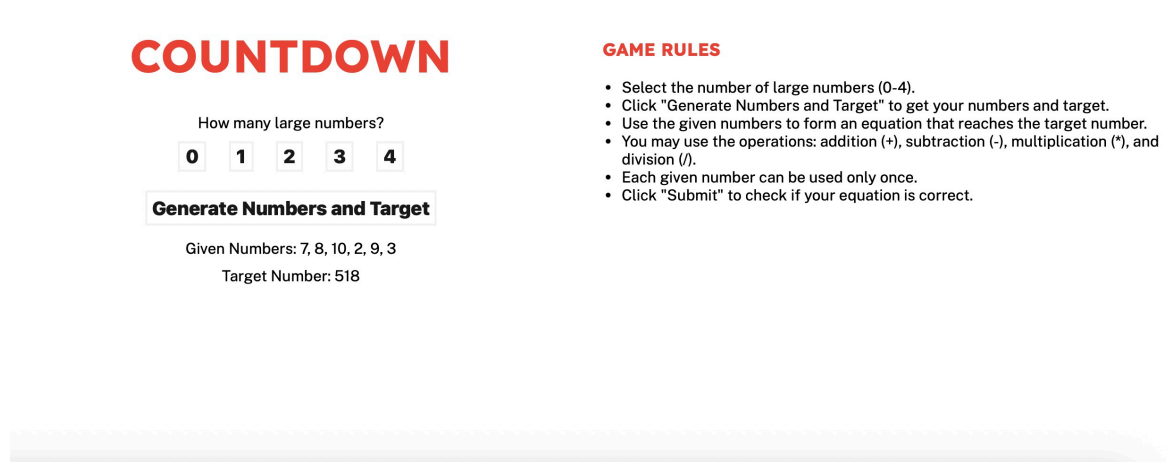
GAME RULES

- Select the number of large numbers (0-4).
- Click "Generate Numbers and Target" to get your numbers and target.
- Use the given numbers to form an equation that reaches the target number.
- You may use the operations: addition (+), subtraction (-), multiplication (*), and division (/).
- Each given number can be used only once.
- Click "Submit" to check if your equation is correct.

4. In the code chunk under **“Your Solution”**, write an expression that reaches the target **using only the given numbers** once each, with + - * / and parentheses.
5. Your **last line must start** `answer <-` and evaluate to the **exact target**.
6. Render (Quarto → Render).
7. Commit & push to GitHub. Submit the repository link in Blackboard.

Screenshot of Your Draw

Replace the path below with your actual screenshot file. Put your image inside a folder like `assets/` or `images/` in **this** project.



My Countdown Game

Numbers: (7, 8, 10, 2, 9, 3) Goal: (518)

My Solution

```
# Replace the expression below with your solution.  
# Use only the numbers above, each at most once, with + - * / and parentheses!  
answer <-((7*2)+((9*8)*(10-3))) # <-- example; change this to your own solution  
answer
```

```
[1] 518
```