Lab 6 : Software Engineering Basics

Dodgeball Training Simulator

Char[] = {17 elements array} //9 is the center of the array i.e index 8

While (command does not equal to quit or robot has been hit twice) {

}

Int startingPlayerPosition = 3(index)

Int startingBallPosition = 0(index)

Int startingRobotPosition = 13(index)

Char playerSumbol = ‘P’

Char playerSymbolWithBall = ‘O’

If (playerOptions = move, throw or quit){

If (option == move) {

Print(“How many spaces do you want to move?”)

Int numberOfMoves = input.nextInt();

numberOfMoves< centerLineIndex

}

Else if (option == quit) {

System.exit(0);

}

Else if (option == throw) {

If (playerWithBallSymbol == false) {

Print(Can’t throw)

}

Else if (playerIndex == 0) {

Print(Can’t throw)

}

Else {

Random rand = new Random

hitPossibility = {0 to 17}

if (hitPossibility > (robotIndex-playerIndex) {

print(hit)

hit++

}

}

}

}

Else {

System.exit(0);

}

//changes from the plan

My plan changed from almost the first step as I started coding. After I started coding, I felt like I would have easier time programming if I changed array from char to String. Initially my plan for player with ball was a different, something like “PB” but I stuck with the example as I felt “8” was a good well thought name and indication for player with ball. I also didn’t think about methods when writing my pseudocode, but added a couple of method in my actual program as per requirement.