**Q&As**

**Q1. Which game did you choose to implement and why? Are you happy with your decision?**

I found the game Jotto more fun, therefore, I chose to implement it. I was also curious how a string entered by the user can be compared to a pre-saved answer and eventually brought c-style strings into the picture as well to ensure that repeated letters were not counted twice in the score.

I realized that this game would also be great practice for arrays and vectors, helping me clarify my concepts of both. Thus, I chose to program this game and I am happy with my decision because I was able to understand the aforementioned comparison as well arrays and vectors better. And I also had fun writing and playing the game!

**Q2. What was the most unusual or unexpected thing you learned in class this week?**

Something I found quite unusual was how entire vectors or arrays can be passed as arguments into a function and can also be returned using their name. I usually picture arguments as literals or variables that store a single value, thus, this was new and unexpected to me. I was also able to use the concept in the game project when I could pass vectors as arguments and also update entire vectors using call by reference.

**Q3. Your opinion of references – friend or foe? And why?**

I really enjoy using call by reference and feel that they make things very convenient while writing a code because there is no need to update every value in a function and then return it. Instead, I can just call the arguments by reference. I used to use this a lot while coding in vb.net and I also found them really helpful in the game project when I could create a separate function to update the list of guesses and scores, pass the vectors as by reference parameters without having to manually update and return the vector each time.