

Countdown Assignment

Samantha Rojas

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).
 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

COUNTDOWN

How many large numbers?

0 1 2 3 4

Generate Numbers and Target

Given Numbers: 100, 1, 3, 5, 8, 4

Target Number: 411

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.

My Countdown Game

Numbers: (100, 1, 3, 5, 8, 4) Goal: (411)

My Solution

```
# Replace the expression below with your solution.  
# Use only the numbers above, each at most once, with + - * / and parentheses.  
  
answer <- (100 * 4) + 8 + 3 # <-- example; change this to your own solution  
  
answer
```

```
[1] 411
```