Programming Assignment 2

I, Sam Forderer, 000355553, certify that this work is my own effort and that I have not allowed anyone else to copy from it.

IPO — checkGuess Module

INPUT	- Random letter, [a,z] - Users guessed letter, [a,z]
PROCESSING	- GET user guess and random letter from function argument - IF users guess == random letter THEN RETURN 0 - IF users guess > random letter THEN RETURN 1 - IF users guess < random letter THEN RETURN -1
OUTPUT	- Result of users guess as return value of -1, 0 or 1

IPO — Main Program

INPUT	A single lettered string from user, up to three times

PROCESSING	SET **secretLetter** as randomly generated letter
	SET **counter** to 1
	SET **score** to 0
	
	LOOP
	   IS **counter** <= 3 THEN
	     GET single-lettered string from user SET AS **guess**
	     RUN MODULE checkGuess(**secretLetter**,**guess**)
	     IF checkGuess returns 0
	       IF counter == 1 THEN SET **score** == 26
	       ELIF counter == 2 THEN SET **score** == 13
	       ELIF counter == 3 THEN SET **score** == 7
	       END IF
	       PRINT "You win. Your score was: " **score**
	       EXIT LOOP
	     ELIF checkGuess return -1
	       PRINT "too low"
	     ELIF checkGuess return 1
	       PRINT "too high"
	     END IF
	     ADD 1 to counter
	END LOOP
	
	ELSE THEN PRINT "You lose. Your score was" **score**

OUTPUT	A message telling the user if they win the game or not and what their score was.