This assignment we were to write a flowchart and pseudocode for the processes of a simple coffee maker. If I were to write this code, both steps would have saved me a lot of time when debugging.

There are several variables that are implied in my program that I believe would account for full functionality of my program:

1. Variable to store which button pressed
2. Variable to store how many times “On” button was pressed
3. Variable to store system time
4. Variable to store program time
5. Variable to store status of heating element
6. Variable to store status of water remaining

It is important to modularize code as much as possible to make the code portable, easy to understand, and easy to debug. When writing this code, my main() method would be all function calls. DisplayTime(), Program(), SetTime(), and Brew() would all be potential methods that I would include. I may include the function of the “Off” button in the main method for readability.

When choosing between a flowchart or pseudocode to plan my programs, I almost always prefer flowcharts. They are more fun to make and give a visual representation of what a program should do. Instead of writing out a while loop, one can be seen (and in my case better comprehended) in a flowchart.