# **Pre-Lab Write Up**

Name: Schuyler Duryee     

Lab: Lab 1: guessing game 2: electric boogaloo     

1. Describe in English what this program is supposed to do (not how it does it). **This should be able to be your class comment at the top of your program** **(you may copy and paste this into your program later)**: This is a game where the computer picks a random number and the player has to guess it.

1. List the separate tasks needed to accomplish what you described in part 1. These should be the individual methods you are going to have in your program (**both public and private methods**):

 Introduce the game to the user, play the game, tell them how many guesses they took, ask the user if they want to play another game, tell them the stats of their games    

Method 1 Name: \_introGame     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method 2 Name:  playGame    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method 3 Name:  displayGuessesTaken    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method 4 Name:  displayStats    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

List other methods below:

 getTruth    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1. For each of the tasks/methods in part 2, describe in English what they are supposed to do (not how they do it). Additionally, note any information each of the tasks need to accomplish their goal as well as any information they need to give back. **These should be able to be used as your method comments in your program** **(you may copy and paste this into your program later)**:

Method Name:  introGame    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method Description:

 Displays a message introducing the user to the game.    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Parameters (for each: type and what it represents): none     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Returns (type and what it represents):  none    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Exceptions (type and when thrown): none\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method Name:  playGame    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method Description:

Runs the game.    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Parameters (for each: type and what it represents): none     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Returns (type and what it represents): returns int guesses, which is the number of guesses the user took   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Exceptions (type and when thrown):  none   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method Name:  displayGuessesTaken    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Method Description:

 Prints a message telling the user how many guesses they took.    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Parameters (for each: type and what it represents):  int guesses    \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Returns (type and what it represents):     \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Exceptions (type and when thrown):      \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Continue below with the rest of the tasks/methods you listed from part 2:  displayStats: displays the user’s stats, takes int guesses, int gamesPlayed, int bestGame; getTruth: returns true or false depending on whether the input begins with y or n, takes String answer   

1. For each of the tasks in part 3, give a brief description in English of how you plan to accomplish the task. You may either describe it thoroughly in English, use pseudo-code, or use a combination of the two:

Method 1:

introGame:

print “this program allows you to play a guessing game, I will think of a number between 1 and x, etc.”     

Method 2:

 playGame:

generate a number

guesses = 0

print “I am thinking of a number between 1 and x”

repeat until user has the right answer:

ask for a number

guesses += 1

  print “it’s lower” if the number is lower than their answer

print “it’s higher” if the number is higher than their answer

exit the loop if the user has the right answer

displayGuessesTaken(guesses)

return guesses 

Method 3:

 displayGuessesTaken:

if the user took 1 guess print “you got it right in 1 guess”

if the user did not print “you got it right in guesses guesses”    

Method 4:

 displayStats:

print the following:

“overall results:

total games = [gamesPlayed]

total guesses = [guesses]

guesses per game = [guesses / gamesPlayed]

best game = bestGame    

Continue below with the rest of the tasks/methods you listed from part 3:

 getTruth:

return (answer’s first character) == ‘y’;    

1. What questions do you still have about this lab after reading through the specification and completing the pre-lab?

Do I have to add exceptions? The assignment says we’re just supposed to write it as if the user is smart enough to enter the right answer every time.     