Module 3 – Assignment 3.a (Reflection)
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For this project I have been trying to learn various ways to write the program. The issue that I had was trying to make a design work that did not involve having to initialize the int min and int max to make a range. I read on Piazza that the min and max did not need to be initialized. As a result, this was my goal. I have tried reading the class forum and researched online, but was not able to succeed. I tried by adding a control variable, outside the while loop, that would be compared against the users input. This was intended to capture the first user input and be associated with max and min. The logic could not be implemented with the while loop. Overall, anything that I tried did not work because I could not get the logic to map out correctly.

For my testing, my results actually turned out how I expected. I attempted to break my code by inputting a value greater than what an integer can hold. This resulted in a zero value for min and max on visual studios and 2147483647 for min and max on flip.

I feel that creating a pseudocode is a great way to layout the program and work out the logic. This seems to be the biggest assistance for future assignments. I also ended up decided to keep the min and max initialized to their max values. This is because my pseudocode was based around the initialization of min and max.