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| Full Name | Leif LaBianca |
| Student ID | 1928607 |

Reflection

In this assignment, we were intended to create multiple pathways for a game-like environment using if-else as well as while statements. I started with the algorithm, creating a fashion-based video game that I thought would be enjoyable. I only created test cases for the most critical part of the code, this being the algorithm that would determine whether the user inputs dictated a “full win,” a “half win,” or a “loss.” After the test cases passed, I went about writing the code and comments. One of the key things this assignment forced me to reckon with was while loops and needing to figure out the most optimal way to get them to cancel. I ended up settling on creating two separate variables that were default set to “no,” barring the while loop from finishing until a valid input was put that would change the variable value to “yes.” In the end, I got a program that on the surface behaved just like my algorithm desired, but little intricacies like the Boolean variables determining loop termination and the placements of certain elements of the code ended up being changed, resulting in a flow dissimilar to that of the original algorithm. For me, the big key takeaway in this assignment was to not be afraid of while loops. Despite their apparent complexity and scariness if done wrong, it’s very hard to do them wrong if you know what you are doing, so just relax and do what you know. I think I learned what I was supposed to in this lab, since I worked a lot with if-else statements largely without error and learned how to navigate errors you might encounter in doing while loops. Generally, I prefer to work by myself when it comes to projects that don’t have a specific end point, and this was no exception. I had full control over the situation, and I knew exactly what needed doing and could budget things accordingly. There also wasn’t anyone in the way to mess with my vision.