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Reflection

* Objective:
  + What were you supposed to learn/accomplish?
    - How to use Boolean expressions, decisions, and HCI within our program.
* Procedure:
  + What steps were followed and what techniques did you use to solve the problem?
    - I followed the usual steps of reading the read me first to make sure I understood the requirements, and then began designing my algorithm and finally turning my algorithm into cod for the program.
  + What were the Key concepts explored?
    - Which decisions I should incorporate into my program as well as what kind of calculation to use for the energy of the user.
* Results:
  + Did your results match what you expected to get?
    - Yes, my results did match what I expected them to be.
  + Did you try using various test cases, or extreme test cases?
    - For my testcases I tested each decision based off the program.
* Reflection:
  + What challenges did you encounter?
    - I did not face too many challenges on this assignment however I did have a little trouble with how I should output the energy of the user depending on the number they entered.
  + How did you follow the first 3 rules of programming?
    - I followed the first 3 rules of programming by designing my program first with an algorithm, and then turning it into code, and finally testing it to make sure it runs correctly and then fixing any errors.
  + Did you overcome them, and how?
    - I was able to overcome this by coming up with a calculation to be performed by the computer based off the number the user enters in the beginning of the game.
  + Any key takeaways?
    - Using the class lecture notes can help a lot when completing the PA’s or labs.
  + Do you think you learned what you were supposed to learn for this lab?
    - I think I learned what I was supposed to for this PA and enjoyed doing it.
  + What was it like working by yourself?
    - I enjoyed working by myself however it is nice to have a partner there in case you find yourself having trouble with something that they might be able to help you with