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 A section on what I’ve learned from others to improve my program is that one classmate said that I could shrink my pseudocode to one page since it was too long and that can benefit readability. So, I went back and shrink some of my code to one page. I tried to keep important code as best as possible, but there may be some other important code that I got rid of. Another classmate said that I should add another bet after the user wants to play again. I didn’t know how to code a program that loops users back to the beginning of the game, so I left it as it is. That same classmate also suggested to me that I should combine a message that shows a single +/- amount won/lost. I didn’t do this since I didn’t want to mess up my code. Finally, I fixed my program issue in which it automatically closes, and the user doesn’t get to see the printed message of the totals. I went ahead and added the input function around the print one to see if that resolves the issue. So far, the user can see the total message, but I don’t know how to fix the automatic close issue.