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## CMSC 201 Fall 2016

### GRS Worksheet – Week 4 – The Guessing Game

#### The Right Answer:

This week you and your table are going to play a simple guessing game. You will each write a set of nested **if** statements that describe something. Possible options include yourself, the course, an item in the room, your favorite show, or anything you can think of.

#### The First Round:

First you will play a round. You should write down your guess for the values for the following variables on your half index card:

- myName
- myFavAnimal
- myFavColor
- myAge

Once you've written your guesses down, your TA will show you their sheet. If you wrote down answers that let you progress all the way to the winning "End", then you guessed correctly!

#### Your Turn:

Flip this worksheet over, and complete the **if** statement diamonds with facts about you. Remember, the statements can be about you, the course, etc. When you are done, create a half index card for everyone at your table that has each of the variable names and an assignment operator next to each one. Make sure to make the variable names descriptive!

#### Their Turn:

When everyone is done, swap and fill out each other's index cards. Then see who at your table guessed correctly all the way through on the worksheets!

#### The Genie:

Akinator is an Internet game based on the rules of "Twenty Questions" that tries to figure out what character (or person or thing) the user is thinking of by asking them a series of questions. It's like a much more sophisticated version of the dog breed homework question. Your TA will demonstrate a few rounds with characters or people of their choosing.

Then, try a few rounds on your own machine. Pay attention to the questions he asks – you can normally tell when Akinator starts narrowing it down!

A Game of Your Own:

Fill out the diamonds below with statements that evaluate to **True** or **False**, using facts about yourself, the course, the objects around you, etc. Use meaningful variable names, and keep in mind that you can use logical operators (like **and**, **or**, and **not**) and different comparison operators (for example, **age <= 40**). Once you're done, fill out the half index cards with the variable names so your table mates can make their guesses.

