3. WRITTEN RESPONSES

3 a.
3.a.i.
My program's purpose solves the problem for people who want to read new mangas from certain genres but don't know what to pick.

3.a.ii.
The function of the program is to ask what one of three genres a person wants to read and gives three different mangas from the genre picked, and asks if they have read it or not, and if they want to pick another genre. If the person hasn't read the manga the program will tell them to read it and stop listing mangas of the genre, and then it will ask the user if they want a new genre. If the user has read the manga the program will continue through the list until it's done and apologize if the user has already read the books.
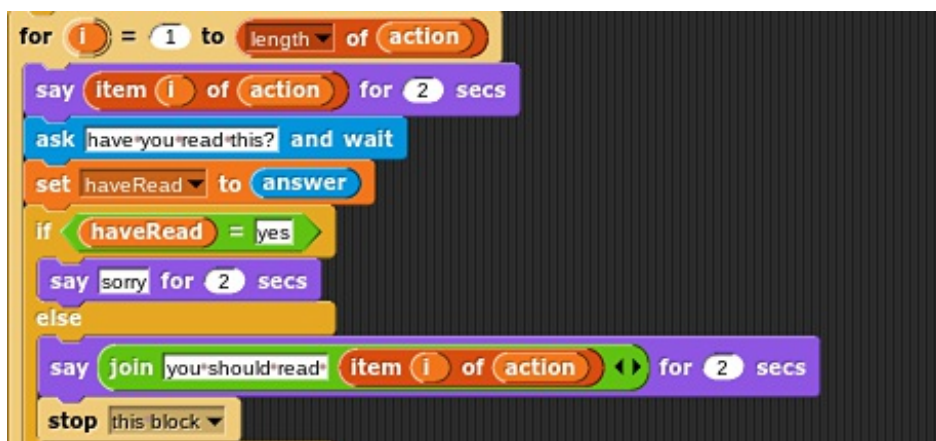
3.a.iii.
The input is when the user puts in what genre they want, and if they have or haven't read the manga, and if they want to pick another genre to choose from. The output is when the program lists mangas from the genre picked and asks if the user has read them, then apologizes if they have, and asks if the user wants another genre to pick from.

3 b.
3.b.i.

3.b.ii.

3.b.iii.
The variable is called action which holds the list.

3.b.iv.
In the list "action" it holds three different action mangas for the user to choose from.

3.b.v.

The segment simplifies the amount of code that would be needed for the questions for each item in the list for action, as this program would be longer as I would have to code every single manga to be a individual variable for the three genres. The program would have to know which variables belong to which genre without being in the list. In the program the code would have to read the variables as "if jujustuKaisen = action" and then "ask have you read this?" and then a "if read = yes and else" for every single variable that belongs to the genre action. It would have to be the same for every other variable for each genre, which would be hard to read for a person and tedious to code as there would be exactly nine variables with several pieces of code repeating for each, meaning I cannot add to the list later on without making an entirely new variable with the same code segments. I would also need to keep track of each number and what genre it belongs to.

3 c.
3.c.i.

```
+ getManga + (option1) + (option2) + (option3) +
ask [what genre? action, romance, comedy?] and wait
set [option ▼] to (answer)
if (option) = [action]
    for (i) = (1) to (length ▼) of (action)
        say (item (i) of (action)) for (2) secs
        ask [have you read this?] and wait
        set [haveRead ▼] to (answer)
        if (haveRead) = [yes]
            say [sorry] for (2) secs
        else
            say (join [you should read] (item (i) of (action))) for (2) secs
        stop [this block ▼]

if (option) = [romance]
    for (i) = (1) to (length ▼) of (romance)
        say (item (i) of (romance)) for (2) secs
        ask [have you read this?] and wait
        set [haveRead ▼] to (answer)
        if (haveRead) = [yes]
            say [sorry] for (2) secs
        else
            say (join [you should read] (item (i) of (romance))) for (2) secs
        stop [this block ▼]

if (option) = [comedy]
    for (i) = (1) to (length ▼) of (comedy)
        say (item (i) of (comedy)) for (2) secs
        ask [have you read this?] and wait
        set [haveRead ▼] to (answer)
        if (haveRead) = [yes]
            say [sorry] for (2) secs
        else
            say (join [you should read] (item (i) of (comedy))) for (2) secs
        stop [this block ▼]
```

getManga (action) (comedy) (romance)

3.c.iii.

The function iterates through a given list and asks for each item if the manga has been read or not .If the user says they have read the manga then it responds with sorry and continues through the list until it stops. If they haven't read the manga it stops and selects the item not read and tells the user to read the specific item of the list. It loops the lists once the list either stops or the user has not read the manga. It contributes to the overall functionality by using all the lists that were set and checks with the user if they have read the mangas in the lists.

3.c.iv.

Have the function in a loop to stop when the question "want another genre?" is "no", and the function getManga has the parameters as action, comedy, and romance. In the function have the code ask "What genre? Action, romance, or comedy?" and set the answer to a variable. If the variable matches one of the genres then run a loop that goes through the list and asks if they have read the manga for the genre, and if they have not read the manga tell them to read the item and then stop the block, else tell the user sorry, have this set up for each genre option.

3 d.
3.d.i.

First call:
If have read = yes

Second call:
if have read = no

3 d.ii.

Condition(s) tested by first call:
the manga listed by the function has been read by the user is true.

Condition(s) tested by second call:
the manga listed by the function has been read by the user is false.

3.d.iii.

Results of the first call:
The program will respond with "sorry" and continue through the list until it reaches the end or until it is false.

Results of the second call:
The program will tell the user to read the item off the list and stops the loop for the list.