1) Take a look at the code implementing a higher or lower card game.
   a) Draw the hierarchy of the program.

   b) With a partner discuss the similarities and differences in your hierarchies.

   c) Does the program design meet the well-designed program criteria?

   d) Are there any functions in your solution that you might decompose further? Which ones and how might you do it?
2) We want to create a program that behaves a bit like the administrative part of Netflix (ie. Not the part that plays the movies, but the part that allows users to select, browse or search for movies, view recommendations, place a movie on a to watch list, rate a movie, etc.)

a) What might a hierarchy of this program look like?

b) What would the top-level function do?

c) How might you start writing a working program that you build up step by step?