

Laboratory Exercise

Guessing Game 2

Objective:

At the end of the exercise, the students should be able to:

- Create a simple game that exhibits file input and output.

Software Requirements:

- Latest version of NetBeans IDE
- Java Development Kit (JDK) 8

Procedure:

1. Create a folder named *LastName_FirstName* (ex. Reyes_Mark) in your local drive.
2. Create a new project named **LabExer6A**. Set the project location to your own folder.
3. Create a simple guessing game (similar to Hangman or Hangaroo). In this game, the user guesses a letter and then attempts to guess the word.
4. Create a Notepad file named **words.txt** which will store any number of words each written per line.
5. The Java program shall:
 - randomly select a word from the list saved in **words.txt**;
 - display a letter in which some of the letters are replaced by ?; for example, ED??A??ON (for EDUCATION);
 - place the letter in the correct spot (or spots) in the word each time the user guesses a letter correctly;
 - inform the user if the guessed letter is not in the word; and
 - display a congratulatory message when the entire correct word has been deduced.