Chapter by chapter Project requirements: Indicate whether or not you accomplished these requirements for every chapter. For Chapters 3, 4, 7, 8, 9, 11, 13 and 14 you must state which programs where these requirements were implemented.

Chapter 1: Basic procedural programming with no syntax errors

done

used a ton of them

Chapter 2: Proper use of variables and major types such as integer, double, Boolean, Final, use of print and println including concatenation. Basic use of GUI dialog boxes. Arithmetic statements and assignment statements. Keyboard input and GUI input would be best practice.

these are used in lots of places, the most notable ones being the use of my “Boxes” file which is used to store data on the cases

Chapter 3: Use of getters (accessors) and setters (mutators). Use of methods, parameters, arguments, return statements. Use of classes, static and nonstatic methods. Appropriate use of instance methods. Use of instance fields. Use of constructors.

I used math to make the offer, used lots of static types, I think the thing I used to read and write the file uses constructors

Chapter 4: Appropriate use of scope. Use of constructors with parameters. Use overloading constructors. Use of the this reference. Use of static fields. Packages (math or similar: see this chapter for this information), constants. Use of classes, such as nested or inner classes.

loooooooooooooots of these, look at anything in the actionPreformed section

Chapter 5: Appropriate use of nested if statements.

used in many places to set and read arrays

Chapter 6: Use of looping, especially using for and while loops. Nested looping is preferred when possible.

lots of strings and lots of manipulating strings like turning the saved file string for the money into an int for use in the program, or parsing through the strings to change their lengths to be right

Chapter 7: Use of string and string methods. Using the equals clause when comparing two strings. The correct use of the length methods. Converting strings to numbers.

lots of arrays used to set up the boxes, store them, keep track of them, etc

Chapter 8: Your programs must use arrays and looping to create and/or access the arrays. The use of multi-dimensional or parallel arrays is required.

used both with JFrame and in my Boxes program and GamePiece program

Chapter 9: The use of inheritance and the super class in your programs is required. Use of the abstract class and implementation

used to read and write the save file in both the game and in the file to create the save file too

Chapter 10: You must use try catch blocks as much as possible throughout your programs

I made a file to create the save file as I wanted to have the game detect if the save file had been made, and if not them make one, but I couldn’t figure out how so I made a separate file to generate the empty save.txt file

Chapter 11: You must create and use at least one file using correct I/O syntax and logic

Chapter 12: Recursion is only required if you are submitting Yummy’s or Sammy’s.

Chapter 13: Include any of linked lists or Generic Methods within your project.

its all Jframe GUI

Chapter 14: Programs are expected to have button, event listeners, checkboxes or option buttons. You will need to use the JFrame, JLabel and other swing components as a part of your programs.

Instructions

open up and run DealOrNoDeal.java and follow the on screen prompts to play the game

comments

I am burnt out on it right now so I’m submitting what I have, it all works except writing to the save file and I have no idea what I did wrong on that part. It's the Save\_Game thing(I can’t think of the word for a section of code you can call right now), if you have any idea of what I did wrong, I would appreciate the advice.

Other than that I don’t have the layout of the GUI set quite how I want it , but that would take quite some time of messing with it to get that sorted or going back to the drawing board on how to do the whole thing which I don’t have time or desire to do right now.

If I could start over I have lots of ideas on how to improve this program but I again don’t have the time nor feel like it's worth the extension on grades as I would rather not make you have to do that for me. if I get a B or preferably an A, I’m good. I might go back and revisit it for myself in my own time, but again I don’t want to impose on you for an extension.

If before the grade deadline you I can fix that write issue I would but other than that this is how it's going to be.

Thank you for being a great teacher and offering these extensions since no other teacher I know of will not go past sunday for final grades or offer outright to extend the grades out a month to whoever. so again thank you for being a great teacher