

Class DoorGame

java.lang.Object
DoorGame

```
public class DoorGame  
extends Object
```

Date: March 1-2023 This class is a simulation of the Monty Hall Game where it will be played by the program.

Version:

1.0

Author:

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Field Summary

Fields

Modifier and Type	Field	Description
private ArrayList <DoorPrize>	doorList	This is a global ArrayList.
private Random	rand	This is a global Random.
private int	rounds	This is a global int variable.

Constructor Summary

Constructors

Constructor	Description
DoorGame()	

Method Summary

All Methods

Instance Methods

Concrete Methods

Modifier and Type	Method	Description
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<code>private void</code>	<code>loadDoor()</code>	This method will load the 3 doors with a car and two goats.
<code>private double</code>	<code>playGameAndSwitching()</code>	This method plays the game and it switches the door after a goat is revealed.
<code>private double</code>	<code>playGameWithoutSwitching()</code>	This method plays the game without switching your door.
<code>void</code>	<code>testDoorGame()</code>	This method tests the Door Game.

Methods inherited from class `java.lang.Object`

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `toString` , `wait` , `wait` , `wait`

Field Details

doorList

```
private ArrayList <DoorPrize> doorList
```

This is a global ArrayList.

rand

```
private Random rand
```

This is a global Random.

rounds

```
private int rounds
```

This is a global int variable.

Constructor Details

DoorGame

```
public DoorGame()
```

Method Details

loadDoor

```
private void loadDoor()
```

This method will load the 3 doors with a car and two goats.

playGameWithoutSwitching

```
private double playGameWithoutSwitching()
```

This method plays the game without switching your door.

Returns:

Returns a double value that is the percentage of getting the car.

playGameAndSwitching

```
private double playGameAndSwitching()
```

This method plays the game and it switches the door after a goat is revealed.

Returns:

Returns a double value that is the percentage of getting the car.

testDoorGame

```
public void testDoorGame()
```

This method tests the Door Game.