**DealOrNoDeal User Manual**

A java-based emulation of the Deal Or No Deal gameshow.

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**Software Description**

A java-based emulation of the Deal or No Deal gameshow.

**Detailed Description**

The program emulates how the Deal or No Deal game is performed. It will have a player and 26 cases. Each case is filled with random amounts of prize money ($0.01 to $1,000,000). The player will be given the choice to choose a case initially. From then on 6, 5 or 1 case will be revealed from the remaining cases. The user will be given the choice to either keep their case, take a bank’s offer to take their case, or switch their case for another one.

**System Requirements**

* A working device, primarily a desktop or laptop
* An IDE (ex: VSCode, Eclipse, etc…)
* Java JDK (Ver. 17 & up) & JRE (SE 17 & up)

**Installation Guide**

To begin using the DealOrNoDeal Software, first download “Case.java”, “DealOrNoDeal.java”, and “TestDealOrNoDeal.java” (optional).

**A screenshot of a computer

AI-generated content may be incorrect.**

Once downloaded, you can either move the files to your project folder or directly open it in your desired IDE (we will be using VSCode in this tutorial). Open your IDE and open the folder containing the files.

A screenshot of a computer program

AI-generated content may be incorrect.

Once opened, it should look similar to the following image.

A screenshot of a computer screen

AI-generated content may be incorrect.

From here you can simply start using the classes as you would for any Java classes. But if you wanted to quickly test or see the results using the code then open the “TestDealOrNoDeal.java” file and run it. The output should look similar to the following image.

**A screen shot of a computer program

AI-generated content may be incorrect.**

**A computer screen with text on it

AI-generated content may be incorrect.**

**Notable Code**

**Conditional Probability Suggestion**

The program does not only provide the user with a simulation of the game, but the game also gives the player the conditional probability before they create a choice. The program tracks how many leftovers of high values there are in the entire game span. This is divided by the number of available cases left in the game. This gives the player a good idea as to what they should or should not do. Give the percentage, it could lead them to either keep their current case, switch their case, or simply take the offer of the bank and end the game.

A screen shot of a computer code

AI-generated content may be incorrect.

A black screen with white text

AI-generated content may be incorrect.