Due: September 29 Saturday, 11:59pm (No late turn-in accepted)
Max points allocated: 50 points

Create a game program called Baseball

`Baseball` game requirements:
- `Homework2` is the name of the `main` class. You may use multiple classes.
- Make it similar to the demo at cs.uco.edu (login: `oop` password: `fall2012`)
    `java -jar baseball.jar`
  - Three digits for the game key are unique (no duplication)
    - acceptable keys: 298, 064, 185, etc
    - unacceptable keys: 747 (duplication), 02 (not three digits)
  - The # of balls: the # of correct digits but in the wrong positions.
  - The # of strikes: the # of correct digits with the correct positions.
  - **Display the game key** for you to debug and for me to evaluate your program.
  - Students must use the OO design paradigm; use of strict queries/commands (minimal requirement)

Turn-in:
- Place all source files in a folder and compress the folder.
- Submit the compressed folder via D2L.

Common mistakes that result in deductions
- The main class name is not **Homework2**.
- The game key is not displayed.
- Duplicated digits found in the game key.
- Java naming convention is violated.

Grading:
- Partial credits will not be given if the program cannot be played. In other words, the program must run correctly for the core part of the baseball game.
- The game key must not have any duplicated digits. Otherwise, it's not playable, which results in 0 credit.