Lab1 assignment for OOProgramming.

Develop a java Fx application using java. Do not using scenebuilder or any other similar tool.

The application uses tabbed panes.

The first tab is a guessing game. Guess a number 1 to 100. After each guess you are told whether you are too high or too low or if you have guessed the correct number. You are allowed 6 attempts. The application has a reset button, a guess button, a quit button and uses a random number generator. This game wins a 4 \* prize.

The second tab simulates the national lottery user can guess numbers and they are compared with a set of pre-generated random numbers. The user gets a prize for getting 4 or more numbers correct. A 4 \* prize for 4 numbers, 5\* for 5 numbers, etc..

The user is allowed any number of attempts at guessing the lottery numbers .This tab is called lotto cure.

The third tab has a button which is used to set the prize selection using an observable list (or other) of items populated from a text file the user can select one of the options this value is used as a key to a hash map which stores a prize value...(It can be text or value)

The strings can be anything apple banana pear, these are used to lookup the Map to get the appropriate prize.

File contents

E.g. Prize 4/5/6 string name

1000 4 Apple

10000 5 Grape

Trip to Donegal 4 Pear

Trip to Caribbean 4 Banana

List for a person who won a 4 prize. Users only see the strings to choose from. E.g. apple, pear Banana. The prize is retrieved from the Map. Use a pop-up to announce the prize.

MAP --------------------------

Apple 1000

Pear trip to Donegal

Banana trip to Caribbean

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The user is only allowed use the third tab if he/she has won a game in either tab 1 or two.

Hand-up Week-3 16-2-2018.

You can do this in 3 labs.

Lab1 get the two games working as individual applications. 40%

Lab2 Get the tabs working along with some of the GUI of the prize tab. 20%

Lab3 Get the HashMap, file and prize display working. 40%