Lab1 assignment for OOProgramming.

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

The application is to use tabbed panes.

The first tab is a guessing game. Guess a number in the range 1 to 50. After each guess the application tells you whether you are too high or too low or if you have guessed the correct number. You are allowed 4 attempts. The application has a reset button, a guess button, a quit button and uses a random number generator. This game wins a 2 \* prize. Winning the game five times in a row gets a three star prize…

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

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

Feel free to add other tabs if you wish e.g. hangman. Select a word from a pre-set list stored in a file. Give the user 6 lives. Show the lives counting down with an incorrect guess or a suitable graphic. Three stars for getting the word correct ...

The third tab has a button which is used to for the prize selection. It uses an observable list (or other) of items (strings) it is populated from a text file called prizes. The user can select one of a number of strings, this string value is used as a key to a table (hash map/ hash table ..whatever works) which stores a prize value...(It can be text or monetary value)

The strings can be anything apple banana pear, these are then used to lookup the table to select the appropriate prize.

Prizes file contents

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

1000 4 Apple

10000 5 Grape

Trip to Donegal 4 Pear

Trip to Caribbean 4 Banana

The (observable) list of prizes for a person who won a 4 prize would be apple, pear, banana. Users only see the strings to choose from. E.g. apple, pear Banana. The prize is retrieved from the table. 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 one or two.

Hand-up Week-4 22-2-2019.

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%

Put functionality in controller class