## "Java Syntax Matching" User Guide

This document guides you in how to use the game application "Java Syntax Matching".

1. Open the file "java\_syntax\_matching.exe" by going to the folder where that file is saved in after you downloaded it. Below shows how the file icon looks like (see the file circled in red).

api-ms-win-crt-time-I1-1-0.dll	4/1/2020 1:48 AM	Application extens	23 KB
api-ms-win-crt-utility-I1-1-0.dll	4/1/2020 1:48 AM	Application extens	21 KB
base_library.zip	4/12/2020 1:10 AM	WinZip File	769 KB
java_syntax_matching.exe	4/12/2020 1:11 AM	Application	1,421 KB
java_syntax_matching.exe.manifest	4/12/2020 1:11 AM	MANIFEST File	2 KB
libcrypto-1_1-x64.dll	3/21/2020 9:05 PM	Application extens	2,423 KB

2. Below shows what is initially shown when you have double clicked the application. The text in black is the path to the executable file (which might be different in your PC).

```
D:\CreativeCloudAppDev2020 Blog\Java Syntax Matching\dist\java_syntax_matching\java_syntax_matching.exe

Welcome to 'Java Syntax Matching' game by 'CreativeCloudAppDev2020'.

This game is about flipping boxes containing Java syntax which will help you recognize Java syntax.

To complete a level, you need to flip boxes and remove all boxes from the board in a given amount of time.

Enter Y for yes.

Enter anything else for no.

Do you want to continue playing 'Java Syntax Matching'? ____
```

- 3. If you enter anything besides 'Y' when your asked something like in the screenshot above, you'll guit the application.
- 4. Entering 'Y' will get you to level 1 of the game.

5. As the level progresses, you will be asked to enter the row and column numbers of the two boxes to be removed until either you run out of time or complete the level. If you complete the level, you will be notified that you won. Next, if you enter 'Y' after being asked the question as in the screenshot above step 3, you will advance to the next level and the next level is harder. If you enter anything besides 'Y' at the time being asked the question as in the screenshot above step 3, you will quit the game. If you failed to complete the level, you will stay at that level and be asked the question as in the screenshot above step 3.

```
Enter the row number of the first box to be removed: 0
Enter the column number of the first box to be removed: 1
Enter the row number of the second box to be removed: 0
Enter the column number of the second box to be removed: 2
Current representation of the board:
volatile
                else
                            else
BOX
           volatile
Enter the row number of the first box to be removed: 1
Enter the column number of the first box to be removed: 0
Enter the row number of the second box to be removed: 1
Enter the column number of the second box to be removed: 2
Current representation of the board:
volatile
                else
                            else
             volatile
catch
                             catch
YOU WON!!!
Enter Y for yes.
Enter anything else for no.
Do you want to continue playing 'Java Syntax Matching'? 🕳
```

6. As the screenshot above demonstrates level 1, below shows how level 2 looks like.

```
YOU WON!!!
Enter Y for yes.
Enter anything else for no.
Do you want to continue playing 'Java Syntax Matching'? Y
You are at level 2.
You have 120 seconds to finish this level.
Time now: 2020-04-12 01:43:30.420203.
Current representation of the board:
BOX
           BOX
                       BOX
                                              BOX
                                                         BOX
BOX
           BOX
                       BOX
                                  BOX
                                              BOX
                                                         BOX
BOX
           BOX
                       BOX
                                  BOX
                                              BOX
                                                         BOX
BOX
           BOX
                       BOX
                                  BOX
                                              BOX
                                                         BOX
Enter the row number of the first box to be removed:
```