



Programming Project.

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Programming I.

Game Managing.

In this project exists a menu where the user can choose which game to execute or run.

Option 1: swimming competition.

Option 2: trivial game.

Swimming competition.

The user is able to choose the number of swimmers that are going to participate at the competition, choosing them in a panel in the upper part of the game, pressing any of the buttons. The highest number of swimmers that the user can choose, is five. When the user already chooses a swimmer, this is going to be located in the correspondent place. The same competitor could be deleted whenever the user wishes. When the user is satisfied with the number of competitors he wants, he/she can choose the time in which the competitions is going to start.

Once the competition is started there should be a chronometer that indicates or shows the length of the competition, from the moment they start until registering the time. Swimmers must move just during the “race”. The speed of movement of each competitor is randomly, for making sure that the same swimmer is not going to win all the times.

If two or more competitors arrive at the same time, it is necessary to select by raffle who the winner is. There is a button in this game called reports where the statistics of every result are going to be located on. At the first report is going to be shown the number of times a swimmer has won. For this, what the program does is adding the name of each competitor to a list every time that a thread ends. Afterwards, in the method called “validar ganador” you obtain the first position of the

list and verify with the name of every swimmer to see which of them were the first at arriving, and adds a point as score to the winner.

At the second report, it will be shown the number of competitions that are already done, for this, exists a global variable that is going to be modified every time the user presses the start button, it means that every time the user touches that button a point is going to be added.

At the third report, the name of the competitor will be shown as the one who has won most of the times, for this, there is a method called “Ganado más veces” that will compare the points of each competitor for choosing the one with the most points earned.

In the fourth report, the program shows the name of the swimmer who has lost most of the times, for it, exists a method named “perdido más veces”, what it does is taking the points that every competitor has lost, and compare them (the points), for getting the swimmer with the most points lost.

The user can delete the statistics history whenever he/she wishes.

Trivial Game.

This game is about a labyrinth created by a 8-row and 5-column matrix, where the position [0][0] contains the character that will be moved. There will be 10 walls impeding the user to go over them. Moreover, a wildcard in any place of the labyrinth. The user has to cross it, until arriving to the last position, he/she needs to go on by using the keys of the keyboard. When going on, and a space is empty, it will appear a text box with a question that needs to be answered by selecting “true” or “false”.

If the user responds properly, gets a point that will be shown at the interface, besides that, the user can choose any of the obstacles for deleting it from the interface, this for opening space in the labyrinth, or the wildcard space could be

selected for winning the game directly, in which a window will pop-up that works as a vault, and it has a combination generated randomly, and the user needs to guess in a rank of one minute.

That combination is composed by 3 numbers, from 1 to 9, where entering negative numbers is not allowed. If the user guesses the combination in that rank of time, will win the game immediately; if the combination is not found, the game continuous the same, it means he/she must continue answering the questions until ending the game.

If the user doesn't get one of the answer, loses a point and an obstacle will be added in any of the spaces.

One of the ways the user wins the game is by arriving to the position [8][5] and at the score, the gotten points be with a difference of 3 regarding the lost points. If this is not fulfilled the user loses the game, or being locked up will be the same.