



Java Assignment 4

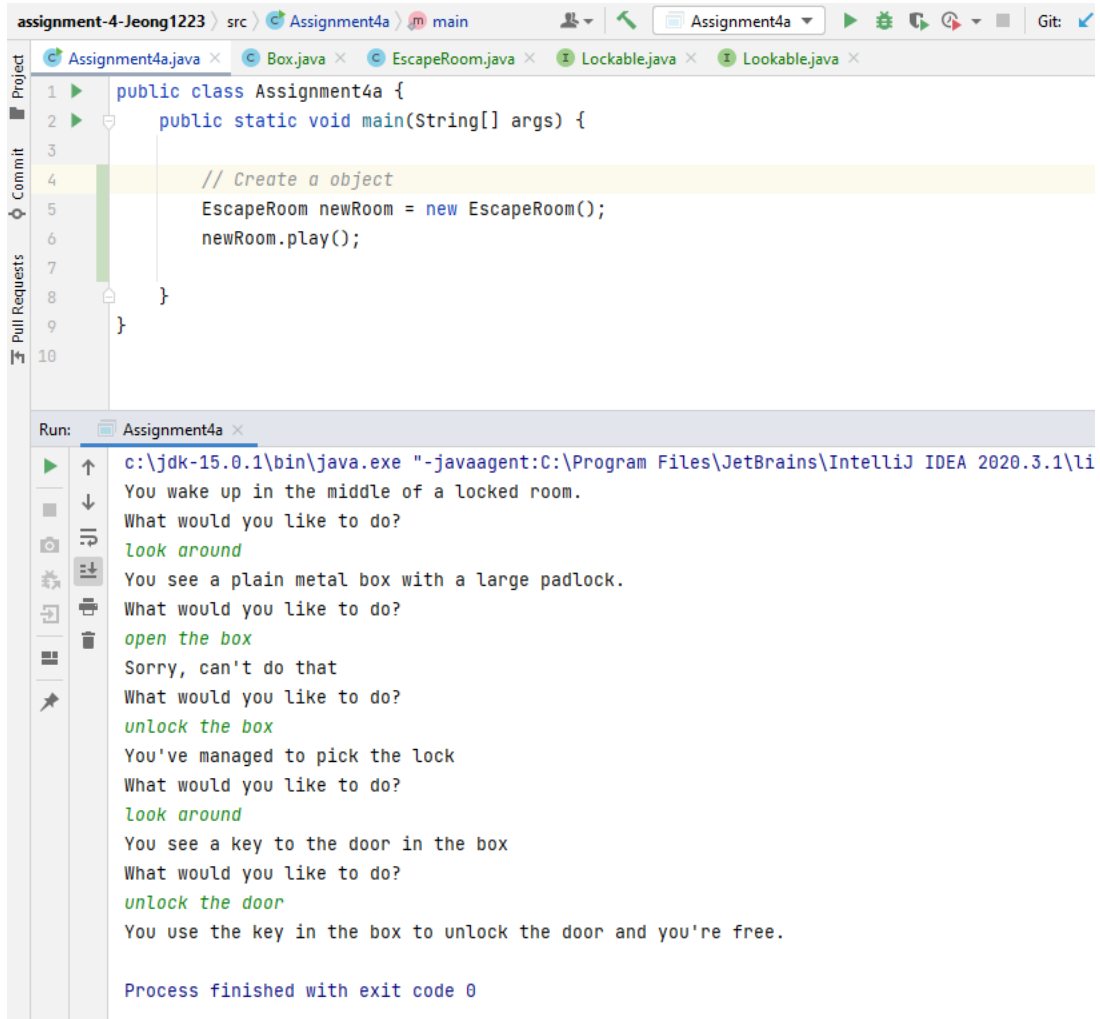
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1. Assignment4a



The screenshot displays the IntelliJ IDEA IDE interface. The top toolbar shows the 'Run' button (a green play icon) and the 'Git' button. The 'Project' view on the left shows the file structure with 'Assignment4a.java' selected. The main editor window shows the following Java code:

```
1 public class Assignment4a {
2     public static void main(String[] args) {
3
4         // Create a object
5         EscapeRoom newRoom = new EscapeRoom();
6         newRoom.play();
7
8     }
9 }
10
```

Below the code editor, the 'Run' window shows the execution output for 'Assignment4a':

```
c:\jdk-15.0.1\bin\java.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2020.3.1\li
You wake up in the middle of a locked room.
What would you like to do?
look around
You see a plain metal box with a large padlock.
What would you like to do?
open the box
Sorry, can't do that
What would you like to do?
unlock the box
You've managed to pick the lock
What would you like to do?
look around
You see a key to the door in the box
What would you like to do?
unlock the door
You use the key in the box to unlock the door and you're free.

Process finished with exit code 0
```

2. Assignment4b

The screenshot shows an IDE with the following components:

- Project View:** Shows the project structure with files: Assignment4b.java, Shape.java, Bar.java, Diamond.java, Square.java, and Triangle.java.
- Code Editor:** Displays the code for Assignment4b.java. The code is as follows:


```

1 public class Assignment4b {
2     public static void main(String[] args) {
3
4         SlotMachine slotmachine = new SlotMachine();
5         slotmachine.addCredits(amount: 40);
6         System.out.println("$20 in credits added!");
7
8         // if credits > 0
9         while (slotmachine.hasCredits()) {
10             slotmachine.pullArm();
11         }
12         // if credits <= 0
13         System.out.println("No more credits!");
14     }
15 }
      
```
- Run View:** Shows the execution of the program. The output is:


```

c:\jdk-15.0.1\bin\java.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ
$20 in credits added!
| * | |++++| |++++| | | |
| *** | +---+ | - - - - | +---+ | - - - - |
|*****|BAR| |$$$| |BAR| |$$$|
| *** | +---+ | +---+ | +---+ | +---+ |
| * | | - - - - | | - - - - |
LOSE... $30 remaining
| | $ | $ | * | | |
| +---+ | *** | *** | *** | +---+ |
|BAR| | $ $ | $ $ |*****|BAR|
| +---+ | * * * * * | *** | +---+ |
| | $$$$|$$$$$| * | |
LOSE... $20 remaining
| | +---+ | | +---+ | * | | | |
| +---+ | - - - - | +---+ | - - - - | *** |
|BAR| |$$$| |BAR| |$$$|*****|
| +---+ | +---+ | +---+ | +---+ | *** |
| | - - - - | | - - - - | * |
LOSE... $10 remaining
      
```

assignment-4-Jeong1223 > src > Assignment4b > main

Assignment4b.java x Shape.java x Bar.java x Diamond.java x Square.java x

```

1 public class Assignment4b {
2     public static void main(String[] args) {
3
4         SlotMachine slotmachine = new SlotMachine();
5         slotmachine.addCredits( amount: 40);
6         System.out.println("$20 in credits added!");
7
8         // if credits > 0
9         while (slotmachine.hasCredits()) {
10             slotmachine.pullArm();

```

Run: Assignment4b x

```

| | | | | | | | | |
| | | | | | | | | |
LOSE... $10 remaining
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
WIN! $30 remaining
| * | $ | | $ | $ | | |
| *** | *** | +---+ | *** | *** |
| ***** | $ $ | | BAR | | $ $ | $ $ |
| *** | * * * | +---+ | * * * | * * * |
| * | $$$$ | | $$$$ | $$$$ |
LOSE... $20 remaining
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
LOSE... $10 remaining
| * | | | $ | * | | |
| *** | +---+ | *** | *** | +---+ |
| ***** | BAR | $ $ | ***** | BAR |
| *** | +---+ | * * * | *** | +---+ |
| * | | | $$$$ | * | | |
LOSE... $0 remaining
No more credits!

Process finished with exit code 0

```