

Introduction to Computer Programming

06. Streams

Exercises

1. Jean-Luc Picard's journal.

Write a program which reads lines of text written by the user in the console and writes them into Captain's journal. To start writing into the journal the user should enter "start". To end writing into the journal the user should enter "stop". Whatever the user enters before "start" or after "stop" should be discarded. After entering the whole content, the program should create a file titled *<current-date>.txt* with the content in the following format:

Captain's log

Stardate <current-date>

First line...

Second line...

...

Jean-Luc Picard

2. Add another option – **Stats** – to your tic-tac-toe game.

After selecting **New game** both players should enter their usernames. After finishing each game the program should write the result of the game into a text file before going back to the main menu. After selecting **Stats** the program should print out a list of all players whose scores are recorded in the stats file and ask the user if he/she wants to see stats for a single player or for a pair. If the user selects stats for a single player, he/she has to provide his username and the program prints the number of this player's games and the ratio of won games to total games. In case of selecting stats for a pair of players, the program asks for both players' names and prints out the total number of their games and what percent of games each of them won.