**Group 2 Cyberbullying Prevention**

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**Main Function**

The main menu is presented in a continuous loop, giving users 6 options to select:

* **Introduction (1):** Displays information about cyberbullying.
* **Risk Factors (2):** Lists the risks associated with cyberbullying.
* **Prevention Techniques (3):** Provides methods to prevent cyberbullying.
* **Quiz (4):** A fun way to test knowledge about cyberbullying.
* **Resources (5):** Share additional resources.
* **Exit (6):** Ends the program.

The program waits for the user to enter their choice and ensures the input is valid (an integer between 1-6). A scanner variable will then take the input from the user and run it through a switch case in order to progress or view a certain section of the project.

**Introduction (1)**

When the user inputs 1 into the code, the code will print off on the screen the introduction text. The code does this by calling a display function and using the introduction class created underneath the main function. In the introduction class called, a try and catch function is implemented to pull the text from a txt file. In try, we created a scanner object to open and read the file. We use a while loop to read and display each line from the file. The catch block will use FileNotException to print an error message if the file is not found. The displayIntroduction is then used to call the method and print all of the information.

**Risk Factors (2)**

When the user inputs 2 into the code, the code will print off on the screen the Risk Factors text. The code does this by calling a display function and using the Risk Factors class created underneath the main function. In the Risk Factors class called, a try and catch function is implemented to pull the text from a txt file. In try, we created a scanner object to open and read the file. We use a while loop to read and display each line from the file. The catch block will use FileNotException to print an error message if the file is not found. The displayRisk Factors is then used to call the method and print all of the information.

**Prevention Techniques (3)**

When the user inputs 3 into the code, the code will print off on the screen the Prevention Techniques text. The code does this by calling a display function and using the Prevention Techniques class created underneath the main function. In the Prevention Techniques class called, a try and catch function is implemented to pull the text from a txt file. In try, we created a scanner object to open and read the file. We use a while loop to read and display each line from the file. The catch block will use FileNotException to print an error message if the file is not found. The displayPreventionTechniques is then used to call the method and print all of the information.

**Quiz (4)**

When the user inputs 4 into the code, the code will randomly select 5 out of 25 questions and display on the screen for the user to answer one at a time. The user will read each question that has the answer choices of A, B, C, or D and the code will tell them if they answered correctly and if not what the correct answer was. The code will repeat this process until all 5 questions have been answered. After all 5 questions are answered, the code will say how many the user got correct.

**Resources (5)**

When the user inputs 5 into the code, the code will print off on the screen the Resources text. The code does this by calling a display function and using the Resources class created underneath the main function. In the Resources class called, a try and catch function is implemented to pull the text from a txt file. In try, we created a scanner object to open and read the file. We use a while loop to read and display each line from the file. The catch block will use FileNotException to print an error message if the file is not found. The displayResources is then used to call the method and print all of the information.

**Exit(6)**

When the user inputs 6 into the code, the code will break out of the loop and terminate the program. If the user inputs 6, the code will display this message on the screen, “Thank you for using the Cyberbullying Prevention Program. Stay safe!”