Mind Reader (Beta)

This lab explores rudimentary AI by programming a simple game that predicts whether a user will pick a specific coin flip (heads or tails)

Part I – The Mindless MindReader

This part will use two of the four classes given to you Main.java and MindReader.java. MindReader contains the “AI” for the game using the getPrediction() method to return what it thinks will be the user’s next guess. For now, update getPrediction() so that it randomly returns either a “h” or a “t”.

Use this Mindless MindReader class in the Main method to code the game. It goes as follows:

1. Prompt the user for heads/tails
2. Get a prediction from the MindReader
3. Compare the results. If they are the same, the MindReader gets a point otherwise the player gets a point
4. Keep playing until someone reaches 25 points
5. Declare the winner

Part II – A more mindful MindReader

You will notice a second method that is used to store a player’s guess (or guesses). Add a PIV of your choice to store guesses sent to the MindReader. Update the getPrediction() method with an algorithm that uses the stored guesses as a way to somehow better “guess.” Use your own knowledge and skills to determine what kind of PIV you want MindReader to have and how you’ll use that knowledge to build your better guesser in getPrediction(). Leave the internet out of it.