

Abstraction of Java Codebreaker Assignment

Input	= Code Patch	
Input	= User String	
Input	= Y/N	
Input	= User String OR 0(zero) to exit OR User String containing 0(zero) to exit	
Process	= Generate code patch sequence from R O Y G B I V	
Process	= The two code patches match	
Process	= One or more colours between the two colour patches match	
Process	= Colour is correct but the position is wrong for one or more colours	
Process	= Same colour is used twice in the users patch and twice in the computers patch but the positions are wrong	
Process	= User has not won AND Lives = 0	
Process	= Lose a Life	
Process	= Check User String for 0 (zero) input	
Process	= Exit The Game (boss kill switch)	
Process	= Compare User String with Previous User Inputs.	
Process	= No life lost for a duplicate entry	
Output	= _ _ _ _ AND lives = 8	
Output	= YOU WIN, do you want to play again (Y/N)?	
Output	= Position where colours match AND Clues (<i>none, one or many</i>) AND Enter a 4 character sequence from ROYGBIV or 0 to exit:	
Output	= YOU LOOSE, do you want to play again(Y/N)?	
Output	= Duplicate patches are not allowed, please enter a new code patch:	

4 Processes have similar functionality!

And what about this?