# SumItUp Game User Manual

Welcome to the SumItUp game! SumItUp is an addition game designed to help you improve your addition skills. By looking at images and entering numbers, you need to work out the answer to the addition problem and verify it.

This manual will explain the objectives of the game, how to play it, and how to start and operate the game.

##### Game Interface

The SumItUp game interface consists of the following components:

1. **Window**: The main window of the game, displaying game content.
2. **Top Panel**: Provides hints related to the game.
3. **Plus Image Panel**: Displays a plus image.
4. **Rabbit Image Panel**: Displays a rabbit image, used to represent addends.
5. **Text Panel**: Contains input boxes for adding numbers and answers.
6. **Check button**: Click this button to verify the answer.

If the window size does not fit on your monitor, you can adjust it yourself

##### Game Version

There are three versions of this program( Task1, Task2 and ExtraCredit ), and each version has slightly different details. Please choose the version to run according to your needs.

**Task1 version:**

* The user needs to enter two addends in the input box。
* The user needs to complete the input during the calculation process and ensure that the input is complete. If the user does not complete the input before checking, the program will wait for the user to complete the input, otherwise click "Check" without any response.
* When the user clicks the "Check" button, the program will judge whether the calculation is correct and give a prompt.
* If the user enters non-numeric characters (such as letters), the program will output an Exception message on the console to warn the user.

**Task2 version:**

* The user needs to enter two valid numbers in the input box and make sure the addend is between 1 and 10.
* When the user clicks the "Check" button, the program checks the validity of the input and the range of the addend.
* If the user enters an invalid value, the program displays an error message on the Top Panel and replaces the "Check" button with a "Clear" button.
* The user must click the "Clear" button to clear the input and re-enter it.
* If the user enters a valid number and the addend is within the valid range, when the user clicks the "Check" button, the program will judge whether the calculation is correct and give a prompt.

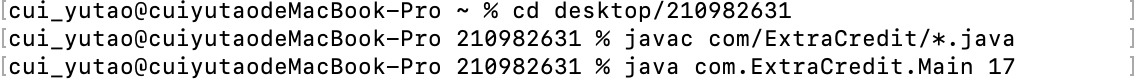
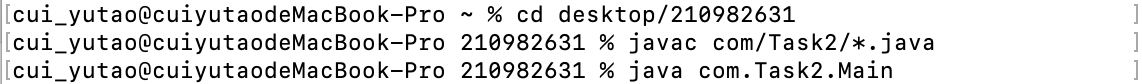
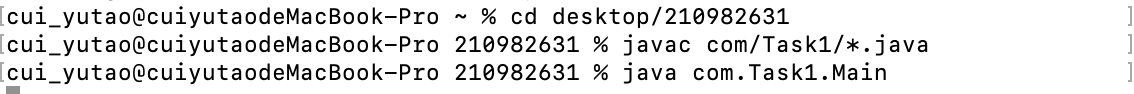
**ExtraCredit version:**

* The user interface is similar to the Task2 version, but the maximum number of rabbits is determined by the command line input parameters.
* The user needs to enter a value on the command line, and the value must be between 10 and 20.
* If the user provides incorrect or excessive input, the program will not run and an error message will be displayed on the console.
* The user needs to enter two valid numbers in the input box and make sure the addend is between 1 and the maximum number.
* Calculation check logic is the same as Task2.

##### Games Start

The running files of the programs are stored in the 210982631 folder.

1. Copy the path of the 210982631 folder’ s **com** package.
2. Open the command prompt.
3. Navigate to the root directory of the Java package **com** using the‘cd’command
4. Choose the version you want to run and remember its version name
5. Use “**javac com/version name/\*.java**” to compile the program.
6. Use “**java com.version name.Main**” to run the Task1 and Task2.
7. Use “**java com.version name.Main number**” to run the ExtraCredit program.
8. There are some examples for users to run the programme:



The program is built based on the MacBook's Java environment. If you use a Windows system, the operation may be slightly different. The following is an example：