CSC 110: Fundamentals of Programming I Assignment #4: parameter-passing & returns, Random

Due date

Sunday, February 21st, 2015 at 11:55 pm via submission to connex.

How to hand in your work

Submit the requested file (NumberGuesser.java) through the Assignment #4 link on the CSC 110 connex site.

Official Assignment Specification

Your methods must adhere to the <u>NumberGuesser specification document</u>.

Learning outcomes

When you have completed this assignment, you should understand:

- How to program to a specification document.
- How to write and call methods with parameters and return statements.
- How to use the Random object

Part 1 - main method

You may comment out and add print statements to the main method while testing, but upon completion your submitted main method should look **exactly** as follows:

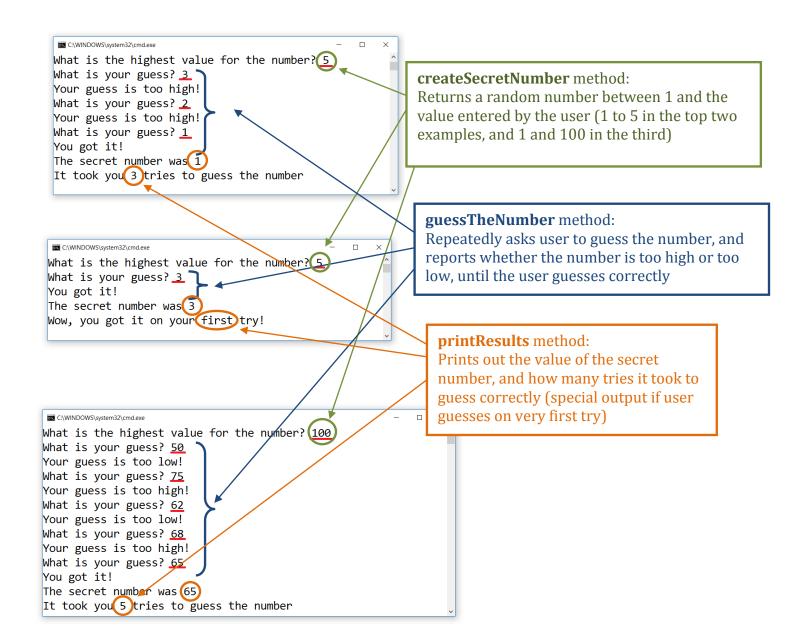
The main method creates the Scanner and Random objects that are used throughout the other methods in the program. Notice that these objects only need to be declared in your program once.

You will need to complete the other three methods, createSecretNumber, guessTheNumber, and printResults.

Part 2 - createSecretNumber, guessTheNumber, and printResults methods

Please follow the <u>specification document</u> to create the remaining methods.

Sample output (text entered by the user underlined in red):



File to submit: NumberGuesser.java

Marking

Your mark will be based on the following criteria:

- Your code *must compile and run*. It must prompt the user, read text input, and produce the expected output as described and shown above.
- Your code must conform to the requirements of the specification document (i.e., must have the main method shown above, and at least the three methods createSecretNumber, guessTheNumber, and printResults (and their parameters and return types must match the specification document).
- Your code must follow the guidelines outlined in Style_Guidelines.pdf, found through the Lectures & Stuff link in the Lab Resources folder on connex.