

Rinos Spiel

main() (starting point)

show-menu()

print: enter 1 (new game) 2 (exit)

read input

input

1

2

start game ()

System.exit(0)

show-menu()

```
public static void main (String[] args) {  
    showMenu()  
}
```

```
public static void showMenu () {  
    System.out.println("Hallo! Drücke 1 oder 2")  
    String input = scanner.readLine()  
    if (input.equals("2"))
```

```
if (input.equals("0"))  
    System.exit(0)  
else if (input.equals("1")) {  
    startGame()  
    showMenu()  
}  
}  
  
public static void startGame() {  
    ...  
}
```

