

Task: News Quiz Game/Fake Count Game (using arrays):

Your task is to design and write a program (using arrays) which checks if users can tell the difference between real and fake news. You should come up with your own news items for the program. List your news items using the below template in the MS Word file.

News Item	Fake/Real

Table 1: Data template

Use parallel arrays to store news items and their fake/real status for 10 unique news items.

The default number of news items to use in the game is 3. However, the program should allow the user to select a different number of news items to be quizzed in either game. The maximum number is 10.

The program should present random questions from the above list of news items.

Each news item presented in the game must be unique.

When a user adds an instance of an actor sub class to the Greenfoot scenario and clicks on the act button, the program should ask the user to choose one of the two games: **News Quiz Game or Fake Count Game.**

Fake Count Game [Challenge difficulty: Easy to Medium]

Display the news items to the console window or use a dialog box. Each news item presented in the game must be unique.

Ask the user to count the fake news items out of the presented list.

If the user correctly guesses the total number of fake news items, the program should display a congratulations message. If not, the program should display each individual news items presented in the game along with it's real/fake status to the console window.

News Quiz Game [Challenge Difficulty: Medium to Hard]

User has to guess true/false for each of the individual news items presented to the user using a dialog box.

Use arrays to store user choices/answers.

Once the quiz ends, program should print the percentage of correct answers followed by a quiz report card with the following headings:

News Item	Fake/Real	User Choice
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The Fake/Real and User Choice columns can contain TRUE/FALSE values. The Fake /real column should contain values according to the data stored in the parallel arrays to store the news status.

The User Choice values should be according to the response from the user during the game.