C.Y.O.A game

```
1  import java.util.Scanner;
2
3  public class MyProgram
4
5  { //Method created for user directions
6      static void userDirections() {
7         System.out.println("----------Welcome to choose your own adventure.----------");
8         System.out.println(" ");
9         System.out.println("In this game,you will enter the selection you want,");
10        System.out.println("based on the question that is asked.");
11        System.out.println("********************");
12        System.out.println("Directions for playing the game: Once a questions is asked,");
13        System.out.print("you the user will be");
14        System.out.println(" prompt to select either 1 or 2.");
15        System.out.println("After you select a number,you must press the ENTER key");
16        System.out.print("to move to the next question.");
17        System.out.println("The game will end once");
18        System.out.println("all questions are answered!");
19        System.out.println("When you are ready to begin,ENTER!"   );
20
21   }
22
23     public static void main(String[] args)
24     {
25     //Method is being called
26       userDirections();
27     //Scanner class being called
28     Scanner scan = new Scanner(System.in);
29
30
31           System.out.println("-----------Game Play----------");
32
33
34
35
36
37
38
39     //User enters name and chooses bike or car
40     System.out.println("What is your name:");
41     String userName = scan.nextLine();
42
43
44     //System.out.println("Enter 1. for car or 2. for bike");
45
46
47
48
49
50
51     //Vehicle(superclass), car(subclass1), and bike(subclass2) object
```

```
    System.out.println("Enter 1. for car or 2. for bike");
    Vehicle theVehicle = new Vehicle (2,30,30);
    car theCar = new car(60,15,3,"Toyota");
    bike theBike = new bike(2,15,30,"Red");



 //Car choice: exact if statement depends on whether user chooses 1 or 2
    String j1;
 int s1 = scan.nextInt();
if(s1==1){
    //Prints car object
    System.out.println("Vehicle stats:"+" "+ theCar.getWheels()+" "+"wheels");
    System.out.println(theCar.getSpeed()+" "+ "mph");
    System.out.println(theCar.getMinsToPark()+" "+"mins to park");
    System.out.println(theCar);

}if(s1 ==2){
    //Prints bike object
    System.out.println("Vehicle stats:" +" "+ theBike.getWheels()+" "+ "wheels");
    System.out.println(theBike.getSpeed()+" "+"mph");
    System.out.println(theBike.getMinsToPark()+ " "+"mins to park");
    System.out.println(theBike);

}
System.out.println("-------------");









    //user name displayed and they chose yes or no
    System.out.println(userName+" arrives at the park");
    System.out.println("-------------");
    System.out.println("Did you see your friend at the park or not?");
    System.out.println("Enter 1. for yes or 2. for no");









//Friend choice: if/ else if depends on whether user chooses 1 or 2
int s2 = scan.nextInt();
if(s2==1){
    j1 = "yes";
    System.out.println(userName +" hangs out with friend for 3 hours");
    System.out.println("3 hours later....");
```

```
    System.out.println("-------------");
    System.out.println(userName+" takes a shower");
    System.out.println(userName+ " goes to bed");
    System.out.println("Goodnight" +" "+ userName);
}

else if(s2 ==2){
    j1 = "no";
    System.out.println(userName+" "+ "goes home");
    System.out.println("Enter 1. for pizza or 2. for takeout");

}




//Food choice: if/else if depends on whether user chooses 1 or 2
int s3 = scan.nextInt();
if(s3==1){
    j1 = "pizza";
    System.out.println("Pizza ordered!");

}
else if(s3 == 2){
    j1 ="takeout";
    System.out.println("Takeout ordered!");
}
else{

}

System.out.println("-------------");




//will display after user goes through all options
System.out.println(userName+ " takes a shower");
System.out.println(userName+" goes to bed");
System.out.println("Goodnight "+" "+userName);

//End of game

 }
}
/*Main program code*/

public class Vehicle {
//int wheels, int speed, & int minsToPark
    private int wheels;
    private int speed;
    private int minsToPark;
```

```
164
165     //reation of Vehicle class
166     public Vehicle (int wheels, int speed, int minsToPark)
167     {
168         this.wheels = wheels;
169         this.speed = speed;
170         this.minsToPark = minsToPark;
171     }
172
173     //Accessors
174     public int getWheels(){
175         return wheels;
176     }
177
178     public int getSpeed(){
179         return speed;
180     }
181     public int getMinsToPark(){
182         return minsToPark;
183     }
184
185
186 }
187 /*Vehicle class*/
188
189
190 public class car extends Vehicle {
191 //int passengersNumber & String carType
192     private int passengersNumber;
193     private String carType;
194
195     //call to the superclass
196     public car (int speed, int minsToPark, int passengersNumber, String carType){
197         super(4,speed,minsToPark);
198         this.passengersNumber = passengersNumber;
199         this.carType = carType;
200
201
202     }
203     //Accessors and toString
204     public int getPassengers(){
205         return passengersNumber;
206     }
207     public String getCarType(){
208         return carType;
209     }
210     public String toString()
211     {
212         return "Passengers number:"+ " "+ passengersNumber+" "+"Car model:"+" "+carType;
213
214     }
215
216
217 }
218 /*car class*/
219
```

```
220
221 public class bike extends Vehicle
222
223 {
224     //String color
225     private String color;
226
227     //call to superclass
228     public bike (int wheels, int speed, int minsToPark, String color)
229     {  //don't need wheels in the class because I am going to put it in the superclass
230         super(wheels, speed, minsToPark);
231         this.color = color;
232     }
233     //Accessor and toString
234     public String getColor(){
235         return color;
236     }
237     public String toString()
238     {
239         return "bike color"+" "+color;
240
241     }
242
243 }/*bike class*/
244
```

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