

Level 2 Tasks:-

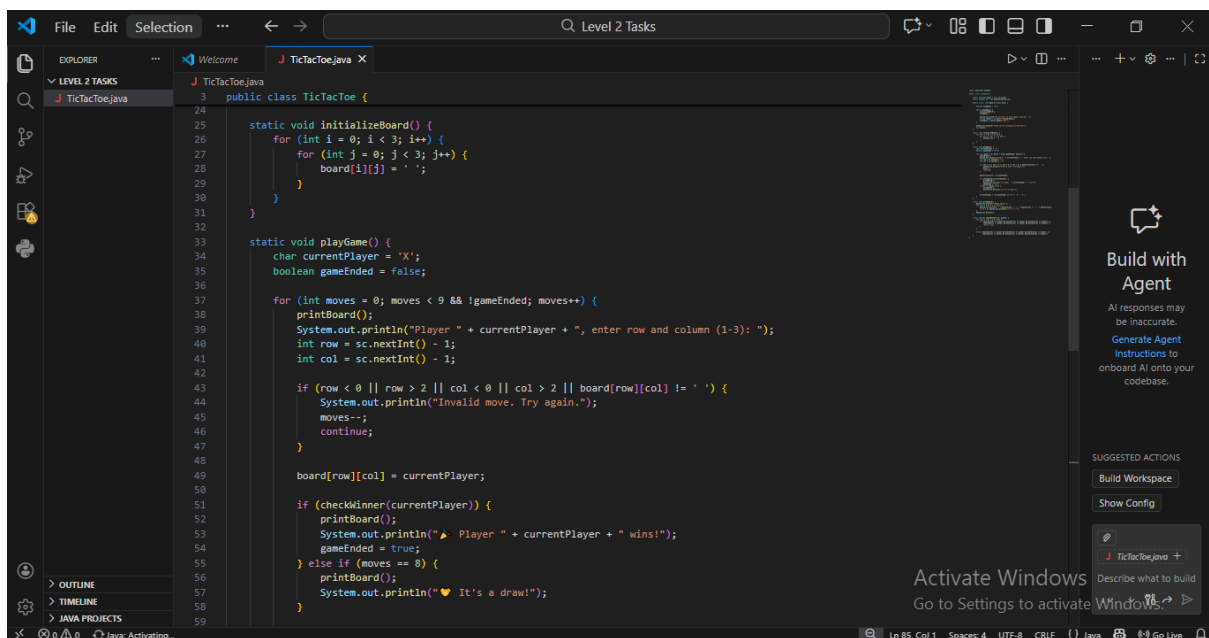
Task 1

Task: Tic-Tac-Toe Game

Description: Implement a two-player tic-tac-toe game. Display the game board and prompt each player to enter their moves. Check for a winning condition or a draw after each move, and display the result accordingly. Allow the players to play multiple rounds if desired.

Skills:

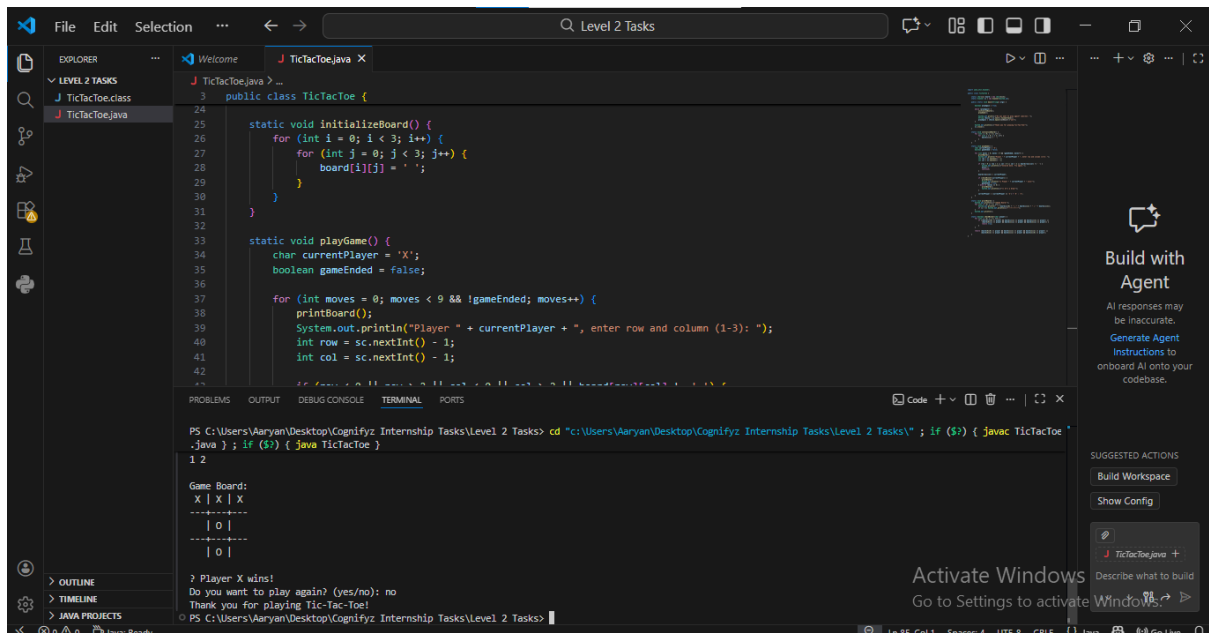
Arrays or matrices, loops, conditional statements.



The screenshot shows a code editor with a Java file named `TicTacToe.java`. The code implements a two-player Tic-Tac-Toe game. It includes a `main` method that calls `initializeBoard()` and `playGame()`. The `initializeBoard()` method creates a 3x3 board filled with spaces. The `playGame()` method handles the game logic, including player input, move validation, board updates, and win/draw checks. The game ends when a player wins or the board is full (draw). The code is as follows:

```
24 public class TicTacToe {
25     static void initializeBoard() {
26         for (int i = 0; i < 3; i++) {
27             for (int j = 0; j < 3; j++) {
28                 board[i][j] = ' ';
29             }
30         }
31     }
32
33     static void playGame() {
34         char currentPlayer = 'X';
35         boolean gameEnded = false;
36
37         for (int moves = 0; moves < 9 && !gameEnded; moves++) {
38             printBoard();
39             System.out.println("Player " + currentPlayer + ", enter row and column (1-3): ");
40             int row = sc.nextInt() - 1;
41             int col = sc.nextInt() - 1;
42
43             if (row < 0 || row > 2 || col < 0 || col > 2 || board[row][col] != ' ') {
44                 System.out.println("Invalid move. Try again.");
45                 moves--;
46                 continue;
47             }
48
49             board[row][col] = currentPlayer;
50
51             if (checkWinner(currentPlayer)) {
52                 printBoard();
53                 System.out.println("▲ Player " + currentPlayer + " wins!");
54                 gameEnded = true;
55             } else if (moves == 8) {
56                 printBoard();
57                 System.out.println("♥ It's a draw!");
58             }
59         }
60     }
61 }
```

The IDE interface includes a sidebar with 'EXPLORER' and 'LEVEL 2 TASKS', a top toolbar with search and view icons, and a right sidebar with 'Build with Agent' and 'SUGGESTED ACTIONS'.

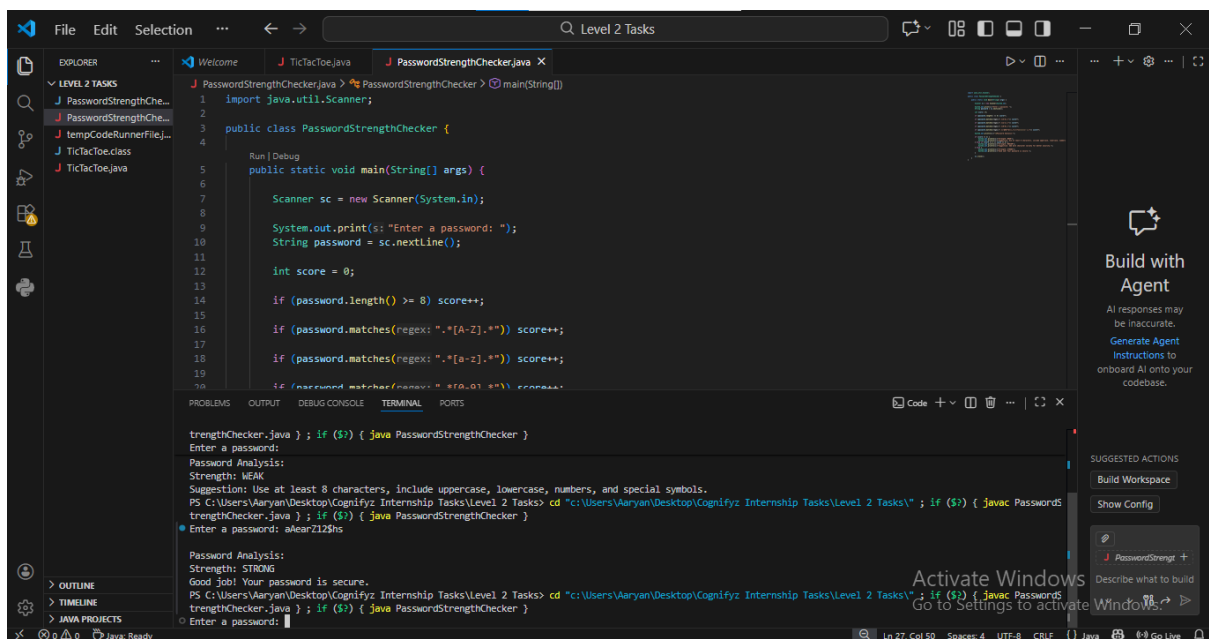
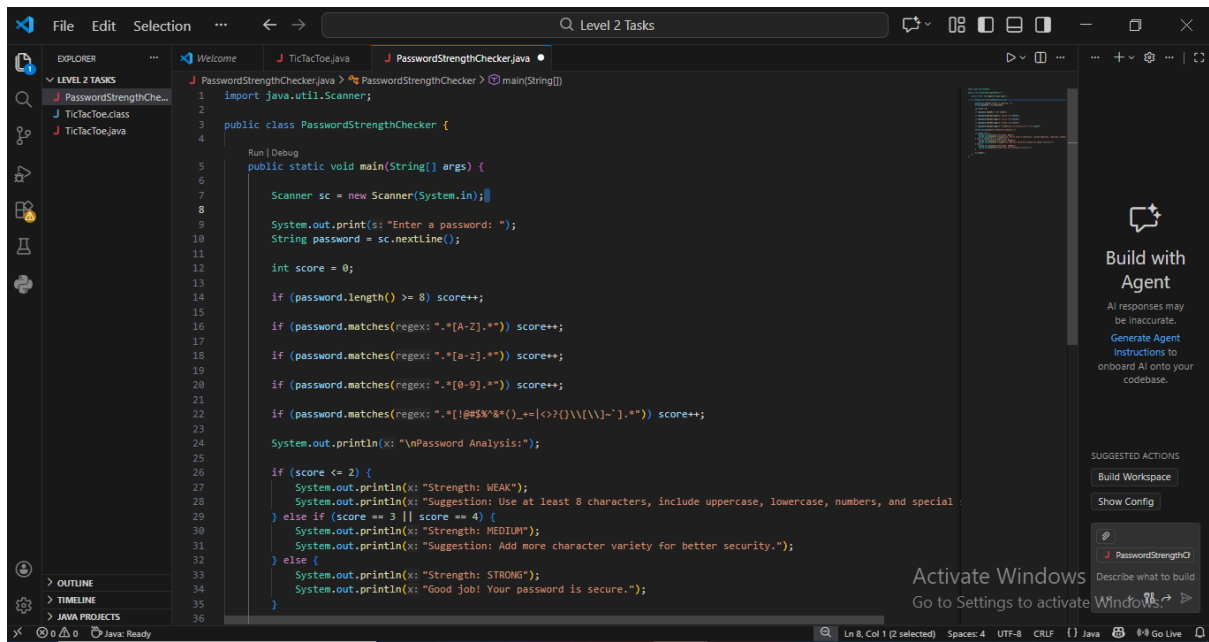


Task2: Password Strength Checker

Description: Create a program that checks the strength of a password. Prompt the user to input a password and analyze its strength based on certain criteria, such as length, presence of uppercase letters, lowercase letters, numbers, and special characters. Provide feedback on the password strength.

Skills:

String statements.

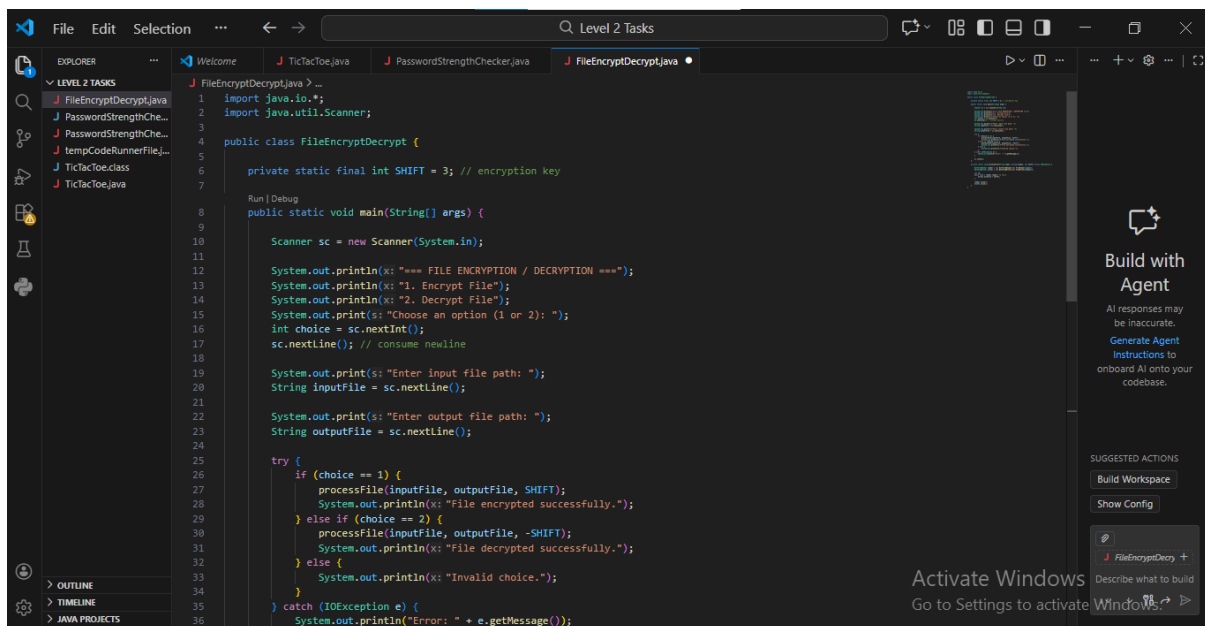


Task3: File Encryption/Decryption

Description: Create a program that encrypts or decrypts the contents of a text file using a simple encryption algorithm. Prompt the user to choose between encryption or decryption, and input the file name or path. Encrypt or decrypt the file accordingly and save the result to a new file.

Skills:

File handling, string manipulation, basic input/output operations.



```
1 import java.io.*;
2 import java.util.Scanner;
3
4 public class FileEncryptDecrypt {
5
6     private static final int SHIFT = 3; // encryption key
7
8     public static void main(String[] args) {
9
10         Scanner sc = new Scanner(System.in);
11
12         System.out.println("=== FILE ENCRYPTION / DECRYPTION ===");
13         System.out.println("1. Encrypt File");
14         System.out.println("2. Decrypt File");
15         System.out.print("Choose an option (1 or 2): ");
16         int choice = sc.nextInt();
17         sc.nextLine(); // consume newline
18
19         System.out.print("Enter input file path: ");
20         String inputFile = sc.nextLine();
21
22         System.out.print("Enter output file path: ");
23         String outputFile = sc.nextLine();
24
25         try {
26             if (choice == 1) {
27                 processFile(inputFile, outputFile, SHIFT);
28                 System.out.println("File encrypted successfully.");
29             } else if (choice == 2) {
30                 processFile(inputFile, outputFile, -SHIFT);
31                 System.out.println("File decrypted successfully.");
32             } else {
33                 System.out.println("Invalid choice.");
34             }
35         } catch (IOException e) {
36             System.out.println("Error: " + e.getMessage());
37         }
38     }
39
40     private static void processFile(String inputFile, String outputFile, int shift) throws IOException {
41         File input = new File(inputFile);
42         File output = new File(outputFile);
43         if (!input.exists()) {
44             System.out.println("Input file does not exist.");
45             return;
46         }
47         if (!output.getParentFile().exists()) {
48             output.getParentFile().mkdirs();
49         }
50         try (BufferedReader br = new BufferedReader(new FileReader(input));
51              BufferedWriter bw = new BufferedWriter(new FileWriter(output))) {
52             String line;
53             while ((line = br.readLine()) != null) {
54                 char[] chars = line.toCharArray();
55                 for (int i = 0; i < chars.length; i++) {
56                     char c = chars[i];
57                     if (Character.isLetter(c)) {
58                         char offset = Character.isUpperCase(c) ? 'A' : 'a';
59                         int shifted = (c - offset + shift + 26) % 26 + offset;
60                         chars[i] = (char) shifted;
61                     }
62                 }
63                 bw.write(line);
64                 bw.newLine();
65             }
66         }
67     }
68 }
```

