

File Edit Selection View Go Run Terminal Help

java pro

EXPLORER

OPEN EDITORS 1 unsaved

Untitled-1
Untitled-2
TextAdventureGame.java 9+
MicroProfile Overview
TextAdventureGame.class
SimpleCalculator.java

JAVA PRO

.vscode
Enter.java
ExpenseTracker.java 2
game.java 3
NumberGuessingGame.java
SimpleCalculator.java
TextAdventureGame.class
TextAdventureGame.java 9+

OUTLINE

TextAdventureGame
main(String[]) : void +9
getUserChoice(Scanner) : int 2

TIMELINE

SONARLINT ISSUE LOCATIONS

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TextAdventureGame.java > TextAdventureGame > main(String[])

```
1 import java.util.Scanner;
2
3 class TextAdventureGame {
4     public static void main(String[] args) {
5         Scanner scanner = new Scanner(System.in);
6         String playerName;
7
8         System.out.println(x:"Welcome to the Text Adventure Game!");
9         System.out.print(s:"Please enter your name: ");
10        playerName = scanner.nextLine();
11        System.out.println("Hello, " + playerName + "! Let's begin your adventure.");
12
13
14        boolean gameOver = false;
15        while (!gameOver) {
16
17            System.out.println(x:"You find yourself at a crossroad. What do you want to do?");
18            System.out.println(x:"1. Go left");
```

PROBLEMS 19 OUTPUT DEBUG CONSOLE TERMINAL PORTS COMMENTS

Run: TextAdventureGame

PS C:\Users\galis\OneDrive\Desktop\java pro> java TextAdventureGame
Welcome to the Text Adventure Game!
Please enter your name: lilly
Hello, lilly! Let's begin your adventure.
You find yourself at a crossroad. What do you want to do?
1. Go left
2. Go right
3. Quit the game
Enter your choice: 1
You chose to go left. You discover a hidden treasure!
You find yourself at a crossroad. What do you want to do?
1. Go left
2. Go right
3. Quit the game
Enter your choice: 2
You chose to go right. You encounter a fierce monster!
You find yourself at a crossroad. What do you want to do?
1. Go left
2. Go right
3. Quit the game
Enter your choice: 3
Thanks for playing, lilly!

5 14 0 SonarLint focus: overall code

Ln 18, Col 28 Spaces: 4 UTF-8 CRLF {} Java tabnine starter

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TextAdventureGame.java > TextAdventureGame > main(String[])

19 System.out.println(x:"2. Go right");

20 System.out.println(x:"3. Quit the game");

21

22

23 int choice = getUserChoice(scanner);

24

25

26 switch (choice) {

27 case 1:

28 System.out.println(x:"You chose to go left. You discover a hidden treasure!");

29 break;

30

31 case 2:

32 System.out.println(x:"You chose to go right. You encounter a fierce monster!");

33 break;

34

35 case 3:

36 System.out.println("Thanks for playing, " + playerName + "!");

37 gameOver = true;

PROBLEMS 19

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

COMMENTS

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Please enter your name: lilly

Hello, lilly! Let's begin your adventure.

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3. Quit the game

Enter your choice: 1

You chose to go left. You discover a hidden treasure!

You find yourself at a crossroad. What do you want to do?

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You find yourself at a crossroad. What do you want to do?

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3. Quit the game

Enter your choice: 3

Thanks for playing, lilly!

Ln 18, Col 28

Spaces: 4

UTF-8

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{ } Java

tabnine starter

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```
37         gameOver = true;
38         break;
39     default:
40         System.out.println(x:"Invalid choice. Please select a valid option.");
41     }
42 }
43
44
45     scanner.close();
46 }
47
48 public static int getUserChoice(Scanner scanner) {
49     int choice;
50     while (true) {
51         try {
52             System.out.print(s:"Enter your choice: ");
53             choice = Integer.parseInt(scanner.nextLine());
54             break;
55         } catch (NumberFormatException e) {
```

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```
55         } catch (NumberFormatException e) {
56             System.out.println(x:"Invalid input. Please enter a number.");
57         }
58     }
59     return choice;
60 }
61 }
62
63
64
```

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