Micro Assignment

Choice Graph

Create a program that stores a graph of *Situations* connected by *Options*.

- Create a *Main* class with a main method for starting the program.
- Create a *Situation* class with private variable *title* (String).
- Create an *Option* class with private variable *keyword* (String). Add also private variable *consequence* (of type Situation).
- Add public variable *options* (of type Option[]) to the *Situation* class.
- All private variables should be set in the associated class constructor and have getter methods.
- Add *toString()* methods to *Situation* and *Option*. A situation should print out its options.
- In the main method, create the graph shown on the next page of this document.
  - First, create a variable *situations* (of type Situation[]) and fill it with new objects.
  - Then, set the *options* variable of each situation to a new array (of type Option) filled with new objects.
- Print out all situations.

Seeing two doors → ◆ — Left → Eaten by monster

◆ — Right → Entering room → ◆ — Paintings → Being amazed

◆ — Table → Finding gem

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