

Micro Assignment

Choice

Using the code from the Game Loop assignment, create a program that lets the user choose between options that lead him/her through the the graph.

Pseudo code:

- Print out keywords to choose from (for each option).
- Repeat until a choice is made.
 - Let the user input a text.
 - Compare text against each keyword in options.
 - If there is no match, inform the user that he/she must type a keyword.

Example output:

Seeing two doors

Choose:

"left"

"right"

right

Entering room

Choose:

"paintings"

"table"

"back"

paintings

Being amazed

Choose:

"paintings"

"table"

"back"

table

Finding gem

Process finished with exit code 0

Hints:

- In the *Situation* class:
 - Implement private method *getOptionSelectedByUser()*.
 - For each option, print out the keyword.
 - Declare local variable *chosenOption* of type *Option*.
 - While *chosenOption* is null, repeat:
 - Read user input and store it in local variable *choice* of type *String*.
 - For each option.
 - If *choice* matches the option keyword.
 - Set *chosenOption* to the option and break the loop.
 - At last, return the chosen option.
 - Inside *play()*, call *getOptionSelectedByUser()* instead of *getOptionByRandom()*.