Programming Fundamentals Final – Problem Statement:

A program is needed to determine what type of adventurer the client is. It will ask them a series of questions. Each answer will take them to a different question to be answered and at the end their adventurer will be chosen for them. The program will then display what type of adventure they are along with a congratulatory message.

Nouns: questions, answers, adventurer

Verbs: ask, display

Inputs:

classAnswer

Processing:

Prompt user for classAnswer

Depending on the answer given, take client down a certain questions path

Outputs:

Adventurer