

DESCRIPTION OF OBJECTS IN NumberMemory.java

Variables:

GridPane root: The pane that has all of the items shown in the Number Memory GUI.

Label roundLabel: This label indicates how many rounds the user has played.

Int roundNum: The number of rounds the user has played.

Label failLabel: Appears when the loser loses to indicate that they lost.

Button startBtn: Button that the user presses to start the game.

Button checkBtn: Button the user presses to check their answer.

Label giveNumLabel: Displayed the number the user has to remember.

TextField userText: A text field for the user to enter their answer.

WriteCSV writeCSV: An object used to write results to the csv.

Functions:

NumberMemory(WriteCSV writeCSV): Constructor that sets up the GUI and initializes all variables.

Param writeCSV: The object that will be used to write the final scores to the CSV file.

reset(ActionEvent actionEvent): Resets the game.

start(ActionEvent actionEvent): Starts and runs the game.

correctSequence(): Runs the events when the user selects the correct number in the sequence.

incorrectSequence(): Runs the events when the user selects the incorrect number in the sequence. Also ends the game.

getRoot(): returns the pane that is the game's GUI.

injectBackArrow(Button back): injects a button to return the user to the home screen.

Param back: The button to be injected.