

Internal Java Coding Exam (45-60 minutes)

Here are the criteria for scoring:

1. **35%** – Object Oriented Programming
2. **20%** - Application should be working and all requirements are followed
3. **20%** - Coding style
4. **15%** - Use of Utilities and Constants.
5. **10%** – Code cleanup.

Passing Grade: **80%**

Instructions:

Create a simple java application that will emulate a number guessing game.

Players should be able to guess the random number between 1-10 for 5 rounds. The application will display the results.

Game Requirements:

1. Your application should have 5 players. Player names should be entered.
2. Your application should have 5 rounds of number guessing game
3. Each player should be able to input a number for each round; number should be between 1-10
4. A player will win the round if he guessed the random number correctly
5. System will display all results after all rounds. Results should include winner of each round, player history with score, and overall winner of the entire game.
6. Try again feature is required
7. Error handling is optional

Note: this screenshot is a sample output for requirements 1-3

```
Please enter player name:Player 1
Please enter player name:Player 2
Please enter player name:Player 3
Please enter player name:Player 4
Please enter player name:Player 5
#####
Round 1
Please enter your guess player Player 1:1
Please enter your guess player Player 2:2
Please enter your guess player Player 3:3
Please enter your guess player Player 4:4
Please enter your guess player Player 5:5
Round 2
Please enter your guess player Player 1:
```

Expected output

1. Results of the game should be displayed after all 5 rounds are completed

```
#####
Guess Number for round 1:1
Winner/s:
Player: Player 1
Guess Number for round 2:10
No winner
Guess Number for round 3:5
Winner/s:
Player: Player 1
Player: Player 2
Player: Player 3
Player: Player 4
Player: Player 5
Guess Number for round 4:3
No winner
Guess Number for round 5:8
No winner
#####
```

2. Each player's history and total score should be displayed

```
#####
Player name:Player 1
Round 1 Guess value:1 Correct value:1
Round 2 Guess value:4 Correct value:10
Round 3 Guess value:5 Correct value:5
Round 4 Guess value:6 Correct value:3
Round 5 Guess value:7 Correct value:8
Your score is:2
Player name:Player 2
Round 1 Guess value:2 Correct value:1
Round 2 Guess value:4 Correct value:10
Round 3 Guess value:5 Correct value:5
Round 4 Guess value:6 Correct value:3
Round 5 Guess value:7 Correct value:8
Your score is:1
Player name:Player 3
Round 1 Guess value:3 Correct value:1
Round 2 Guess value:4 Correct value:10
Round 3 Guess value:5 Correct value:5
Round 4 Guess value:6 Correct value:3
Round 5 Guess value:7 Correct value:8
Your score is:1
Player name:Player 4
Round 1 Guess value:4 Correct value:1
Round 2 Guess value:4 Correct value:10
Round 3 Guess value:5 Correct value:5
Round 4 Guess value:6 Correct value:3
Round 5 Guess value:7 Correct value:8
Your score is:1
Player name:Player 5
Round 1 Guess value:5 Correct value:1
Round 2 Guess value:4 Correct value:10
Round 3 Guess value:5 Correct value:5
Round 4 Guess value:6 Correct value:3
Round 5 Guess value:7 Correct value:8
Your score is:1
- - - - -
```


3. The overall winner should be printed

```
#####
The Overall winner/s:
Player:Player 1
#####
```

Develop the code in your IDE and once completed, zip it in a compressed folder and send to JN00499441@TechMahindra.com using the following format:

Email Subject: <Java Exam_Full Name>

Filename: <Java Exam_Full Name>

To...	JN00499441@TechMahindra.com
Cc...	
Subject	JAVA EXAM_MY NAME
Attached	 Java Exam_MY NAME.rar 4 KB