Review – Final Typing Game – index of error

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Java

Overview

- We are going to add a method call to *evaluateInput()*
- This new method will only be called if there is an error
- The method will compare the sentence to be typed and the user's response and return the index of the first error
- Header:

private static int indexError(String key, String type)

Lab

- Add the method indexError() to your starter.java file
- Call this method in your evaluateInput() method
- Only call the indexError method if there are errors.