Review – Final Typing Game – Right/Wrong

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Java

Overview

- Once the user hits the enter key, then the program must check how well they did at typing the specified String
- This version of the game tells the user whether they were right or wrong
- We are going to add a method to evaluate the user's input
- This method will get more complicated in future versions of the game
- Header:

public static Text evaluateInput(String ans, String user)

Overview

public static Text evaluateInput(String ans, String user)

Text message saying how the user did

sentence to type

user's attempt at sentence

Lab

- Add the method evaluateInput() to your starter.java file
- Call this method in your psvm
- The method should output to the canvas:

"Sorry you are too slow" if the user didn't finish in time

or

"You Win, Congrats!" if the user matched the sentence

or

"Sorry Charlie, You Lost", if the user made an error

Hints

- Add a global boolean variable to detect when the user is done typing (indicated by the enter key)
- If the boolean is false when the evaluateInput method is called in the psvm, the user was too slow
- Use a Canvas.pause before calling evaluateInput in the psvm to give the user time to hit enter