**TWENTY QUESTIONS**

**Intro:**

20 Questions is a guessing game in which the objective is to ask yes/no questions to determine an object. In my version, the human begins a round by choosing some object, and the computer attempts to guess that object by asking a series of yes/no questions until it thinks it knows the answer. Then, the computer makes a guess; if its guess is correct, the computer wins, and otherwise the user wins. If the computer loses, it will add the object that the user was thinking of to its knowledge base.

**In this project:**

**“**QuestionMain.java” is a driver file that handles user interaction and calls the client’s methods to play the games.

“QuestionsGame.java” is a class file that contains another class, QuestionNode. This class represents a game of 20 Questions. It keeps track of a binary tree whose nodes represent questions and answers. (Every node’s data is a string representing the text of the question or answer.)

“spec-questions.txt” and “big-questions.txt” are sample questions to use for the game. The former is a mini, simplified version of the latter.

**Disclaimer:**

I do not own the following files: **“**QuestionMain.java”, “spec-questions.txt” and “big-questions.txt”. They are provided to me by my Programming II professor at the University of Washington.