COP1210C Who Wants to Be a Java Programmer? v.4

25 points

Files

File name: *javaGamev4.java*

- (3) Create an algorithm.

- (6) Create a text file that saves the questions, 4 answers, correct answer and point value in a file called *"questions.txt"*. The file should contain only raw data and should use the following format for each question:

  Question1
  Answer1A
  Answer1B
  Answer1C
  Answer1D
  Question1CorrectAnswer
  PointValue

  Example Data:
  questions.txt

  > What is the command to display a line of output on the screen?
  > SystemOut.print()
  > System.out.print()
  > System.out.println()
  > System.outPrintln()
  > B
  > 100

- (10) Replace the code in your project that currently prompts for the questions separately with a for loop that completes the following tasks for each question:

  - Read the data from the file
  - Display the question and answers
  - Prompt the user for an answer
  - Determine if the user is correct/incorrect
  - Display whether or not the user is correct
  - Update the score accumulator

- (4) Create a text file called "highscore.txt" that stores the current high score earned on the game. Write the value zero to the file as the initial score. At the end of the game, compare your user's score to the current high score. If the user has scored higher than the score in the file, replace the high score in the file. Otherwise, do not modify the text file.

- (2) Include documentation in your code to explain the updates that were made to this version.