JAVA 1 - JAVA FUNDAMENTALS (GR11CPROGA 2019-20)

Midterms Set C

1. Create a three-digit guessing game.The game starts on a Play and Exit menu. (70pts)

Upon choosing play, the system will generate a random three digit number to be guessed for five tries.

Each try will provide a hint below the number

* Exact number

+ Number is higher

- Number is lower

Example:

Guess the number: 459

Output: ++*

Output a message with a specific number of tries if wrong.

Output a congratulatory message if guessed correctly.

Output a game over message if not guessed within five tries along with the correct answer.

Random number should be different everytime the user chooses play.

Number of tries should refresh also.

Hint: Random is from the java.util.*; library

**Create a Random instance using:
Random rand = new Random();//rand is just an object name**

Create new variables to handle the random function.

Example:

int number = 0;

number = rand.nextInt(100); //wherein 100 is the size of the randomized number from 0-99

number = rand.nextInt(50); //0-49

number = rand.nextInt(10); //0-9

----

2. Create a return type with one parameter asking for an integer value and will return its ordinal numeral equivalence. (30pts)

Example:

Input: 122

Output: 122nd

Input: 213

Output: 213th

Input: 71

Output: 71st

Should accept all kinds of integer: positive, negative and zero numbers

Last modified: Thursday, 30 January 2020, 7:57 PM