

# CSE1341 - Lab 7 Assignment

## Overview

In Lab 6 you created and object oriented version of the Deal or No Deal game. In this lab, you will rewrite your application using file input/output, ArrayList, and inheritance. You will add code to your game to allow the user to play a GreedyGame with a GreedyBanker and a CrazyCase.

## Pre-Lab (10 Points)

Create the *GameLauncher* following the instructions below and bring it to your lab section.

## Lab (90 Points)

Create the GreedyDealGame, GreedyBanker, and CrazyCase as well as other changes, following the design provided on the following pages. Your output should match the format shown on the last page, although your actual output will vary based on the outcome of the game.

Submit the java and class files via Canvas (as a single zip-file). Include a comment block at the top of each Java file that includes your name, student id number, and "Lab 7 - Spring 2019".



### NOTES:

Each program should include comments that explain what each block of code is doing. Additionally, the programs should compile without errors, and run with the results described in the exercise. The following deductions will be made from each exercise if any of the following is incorrect or missing:

Proper formatting [5 points]

Proper names for classes and variables [5 points]

Comments [5 points per class]

Program doesn't compile [5 points for each minor error up to 5 errors provided that after fixing the errors the program compiles. If the program does not compiler after the 5 errors are fixed, partial credit will be given not to exceed 50 points]

Source code (java file) missing [ 10 points]

Executable (class file) missing [10 points]

Missing array where an array was required [5 points each]

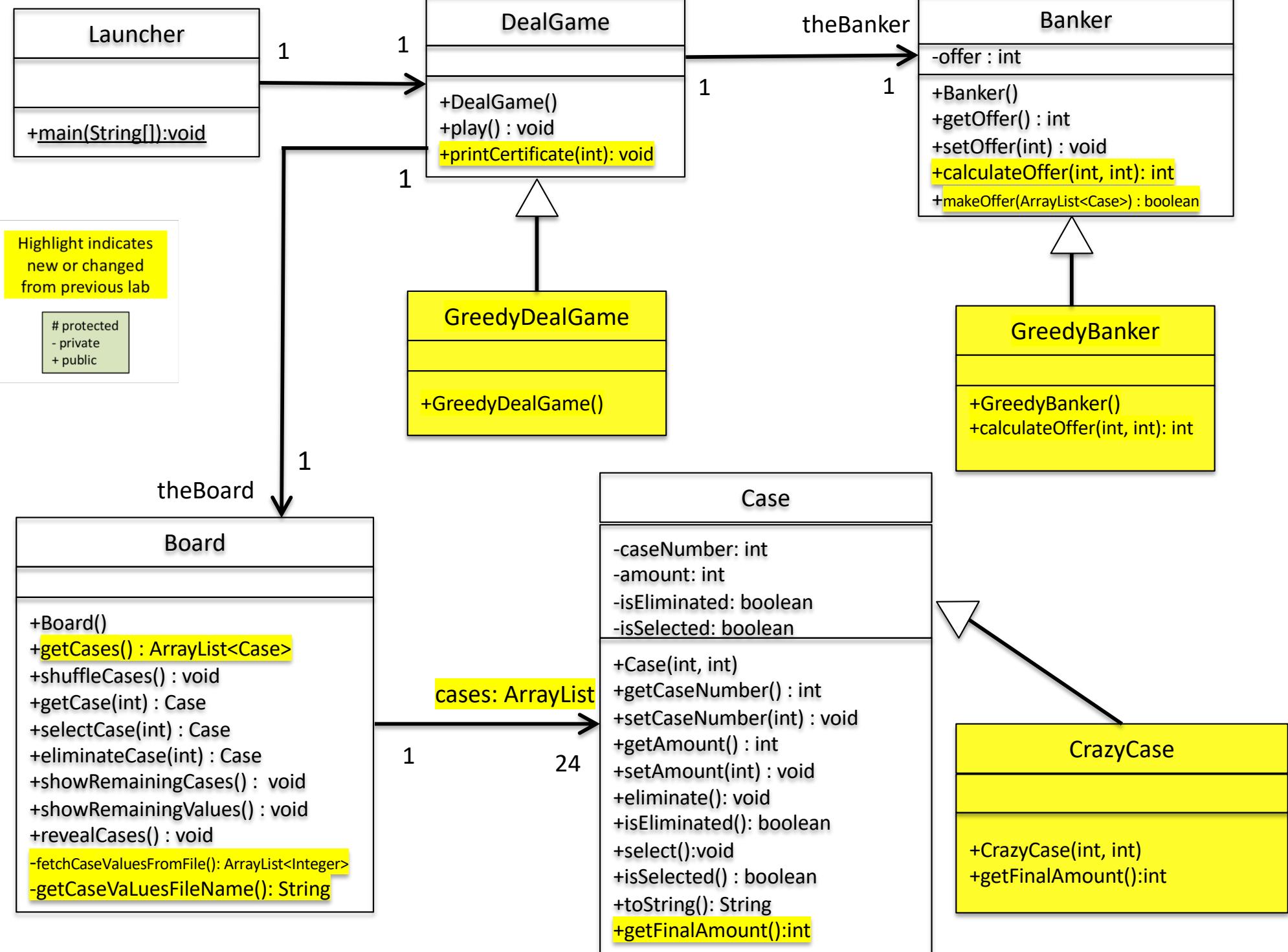
Missing loop where a loop was required [5 points each]

Missing class from the design provided [10 points each]

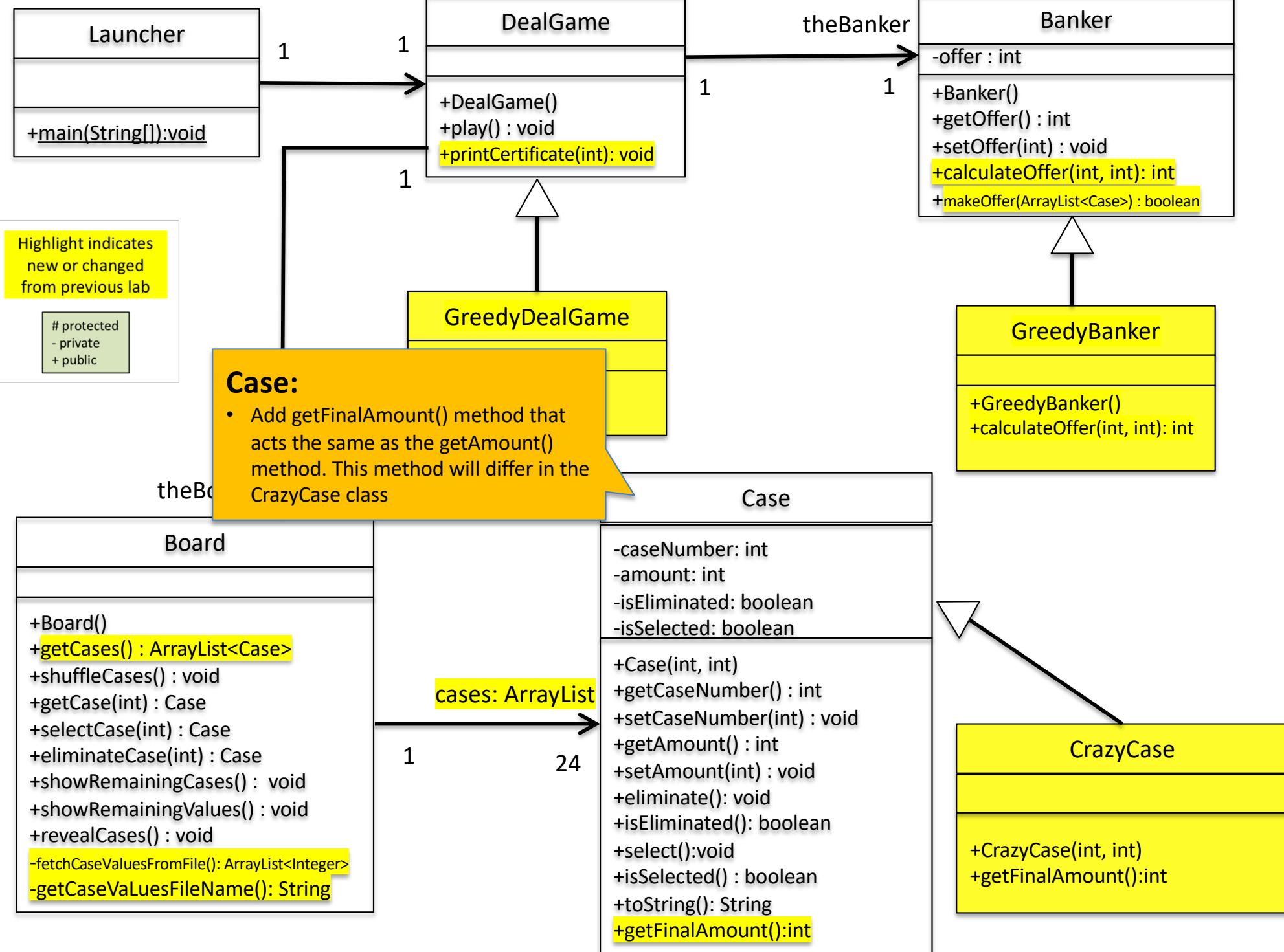
Missing method from the design provided [ 5 points each]

**This Lab is due Saturday April 27 at 6:00am.**

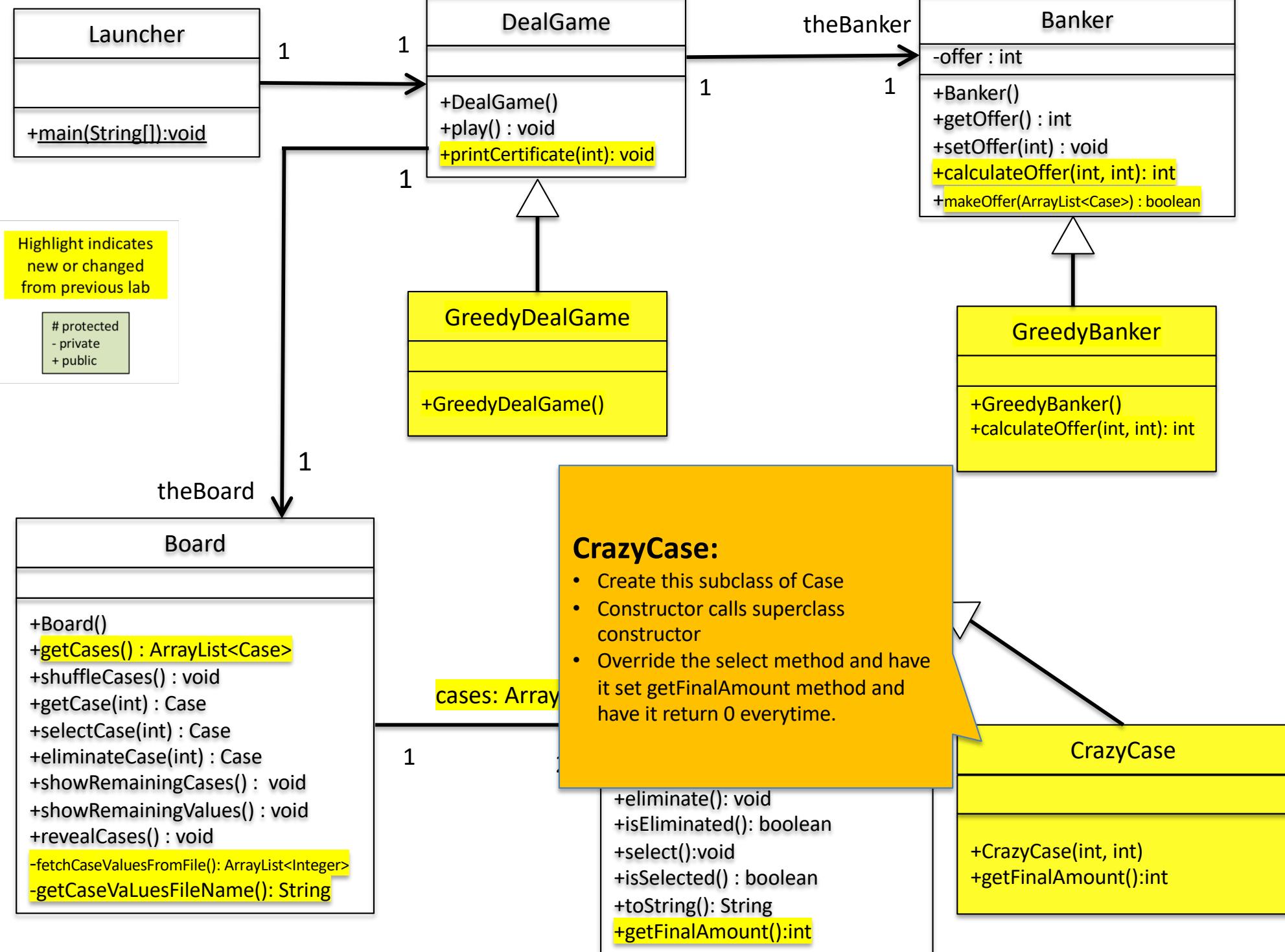
## DealGame Design



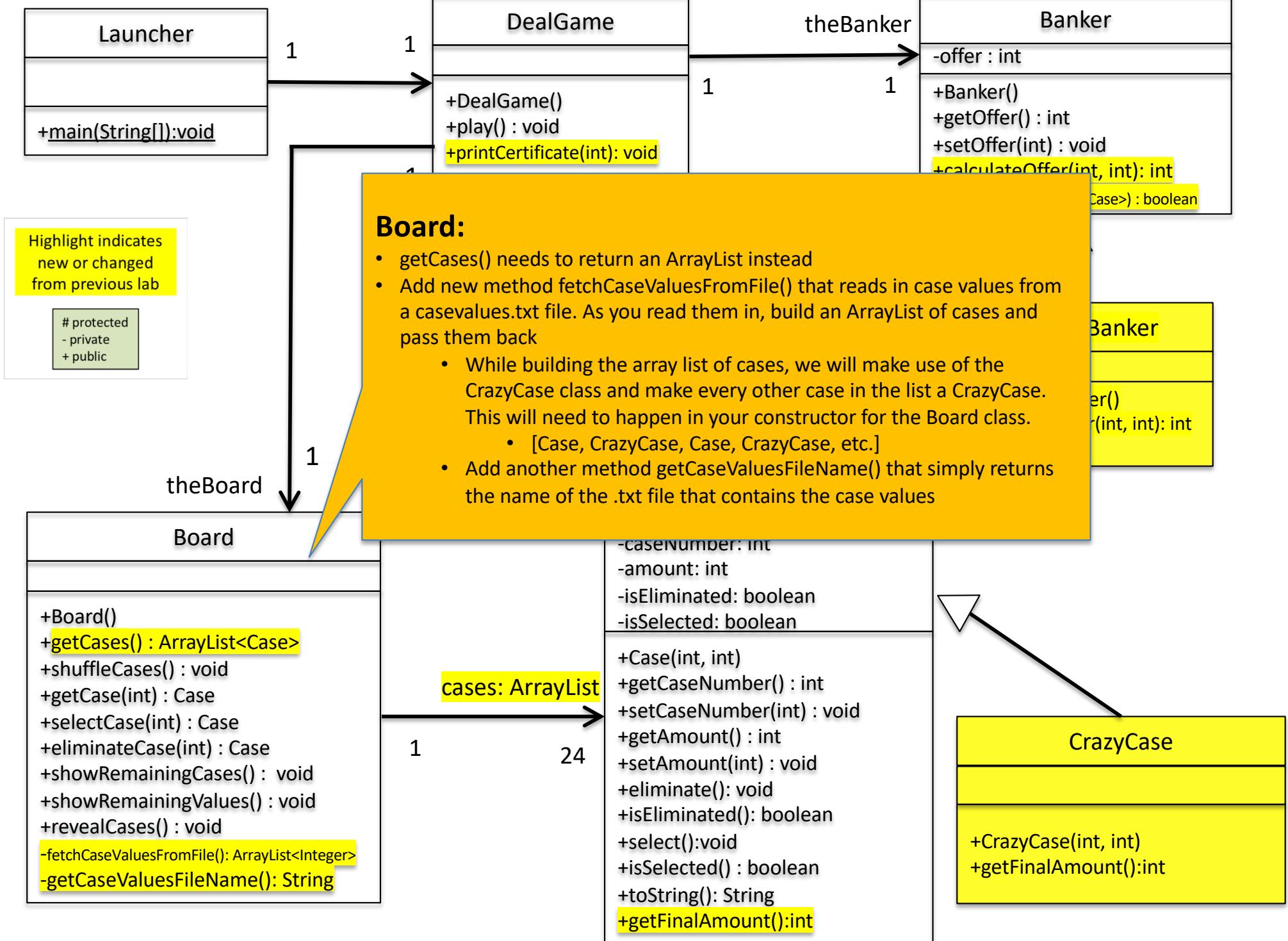
## DealGame Design



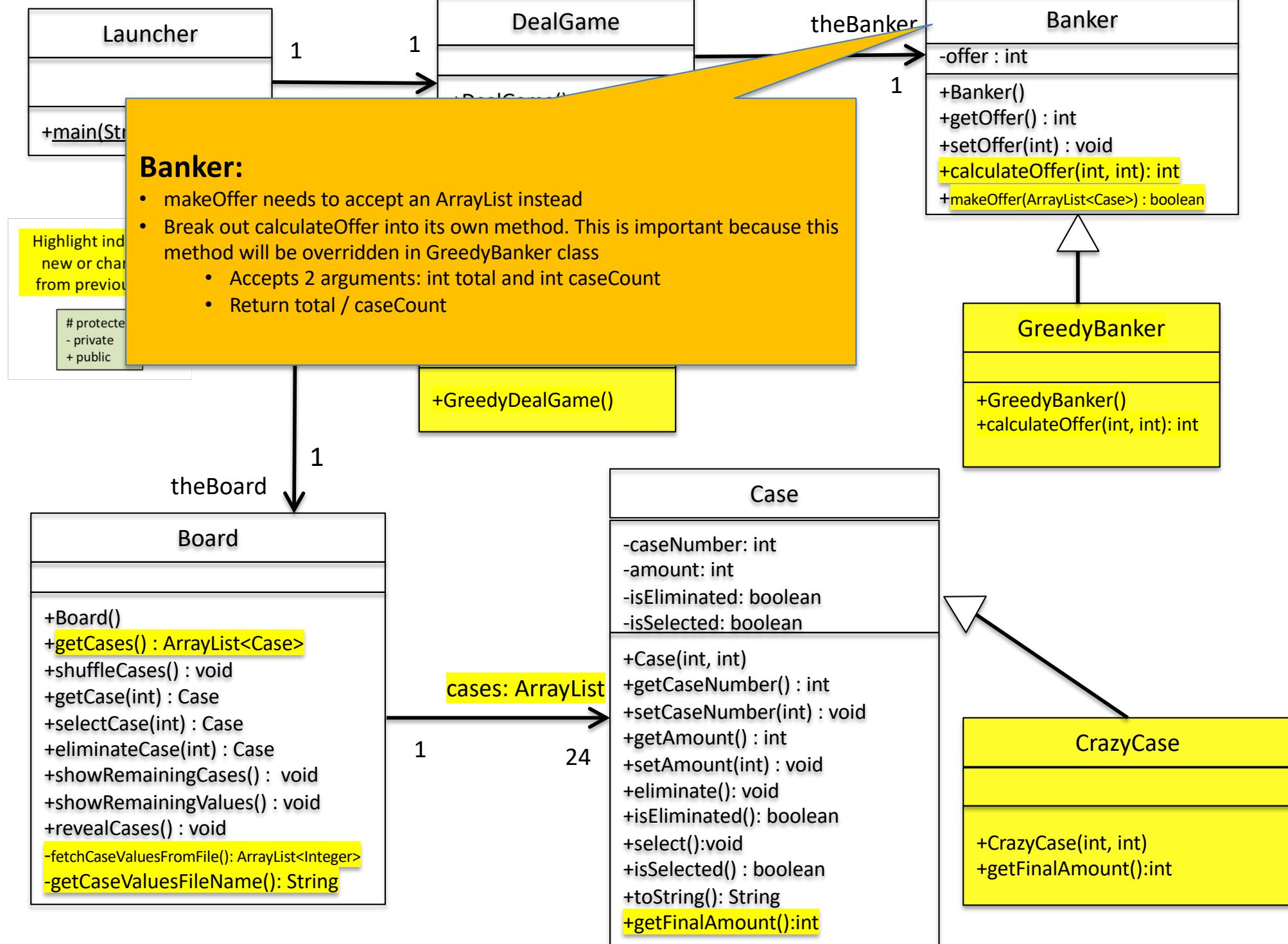
## DealGame Design



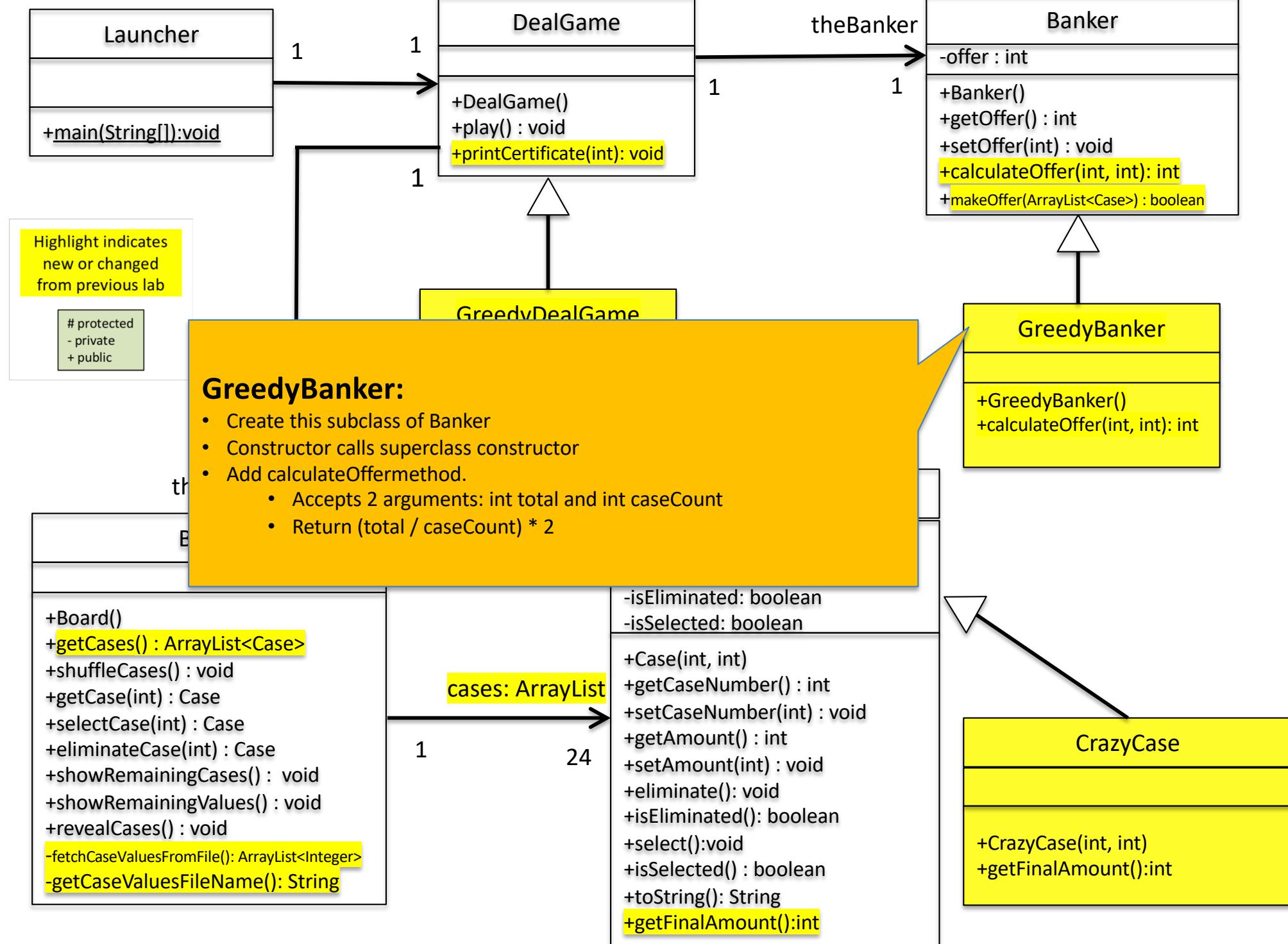
# DealGame Design



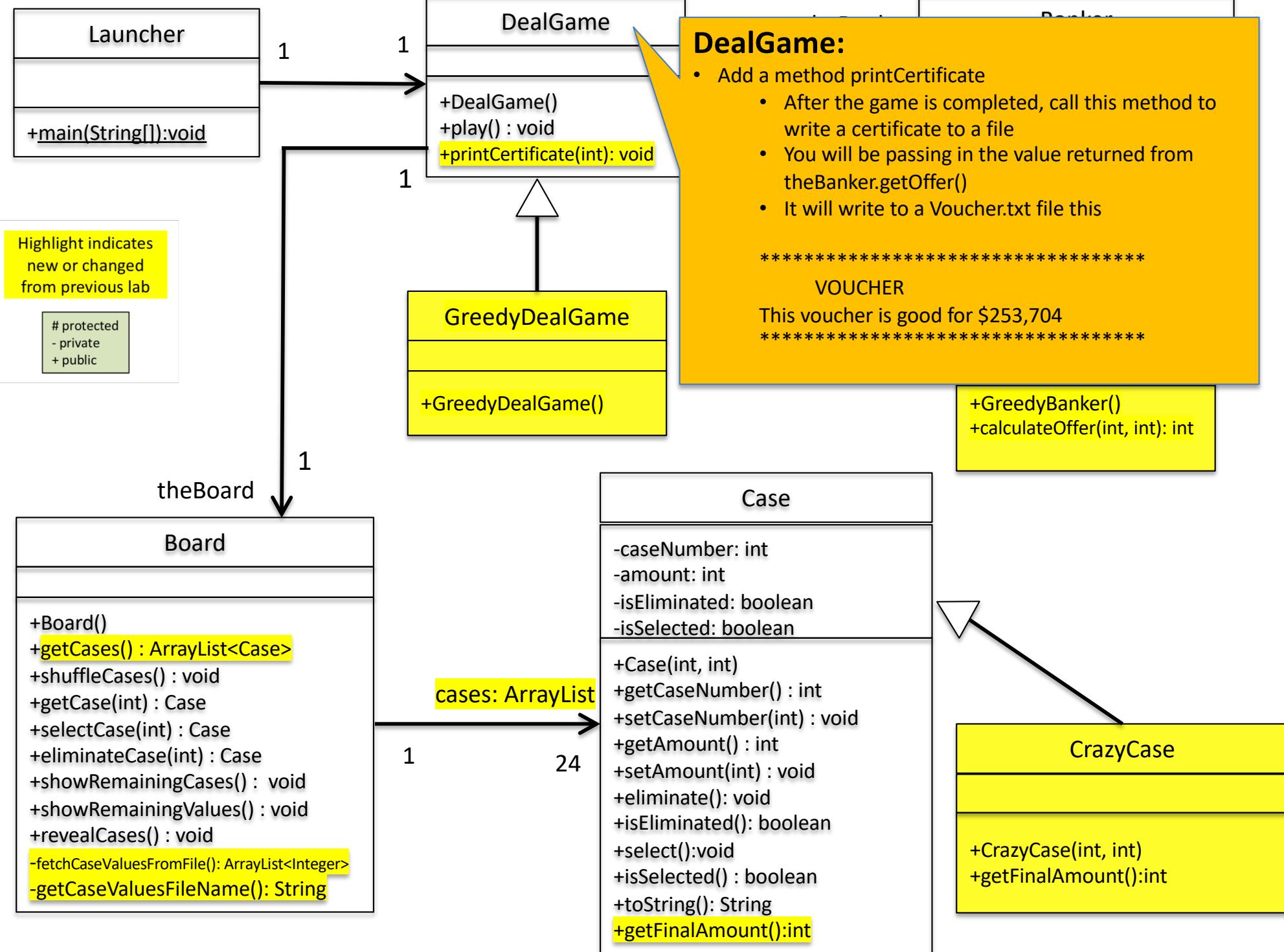
# DealGame Design



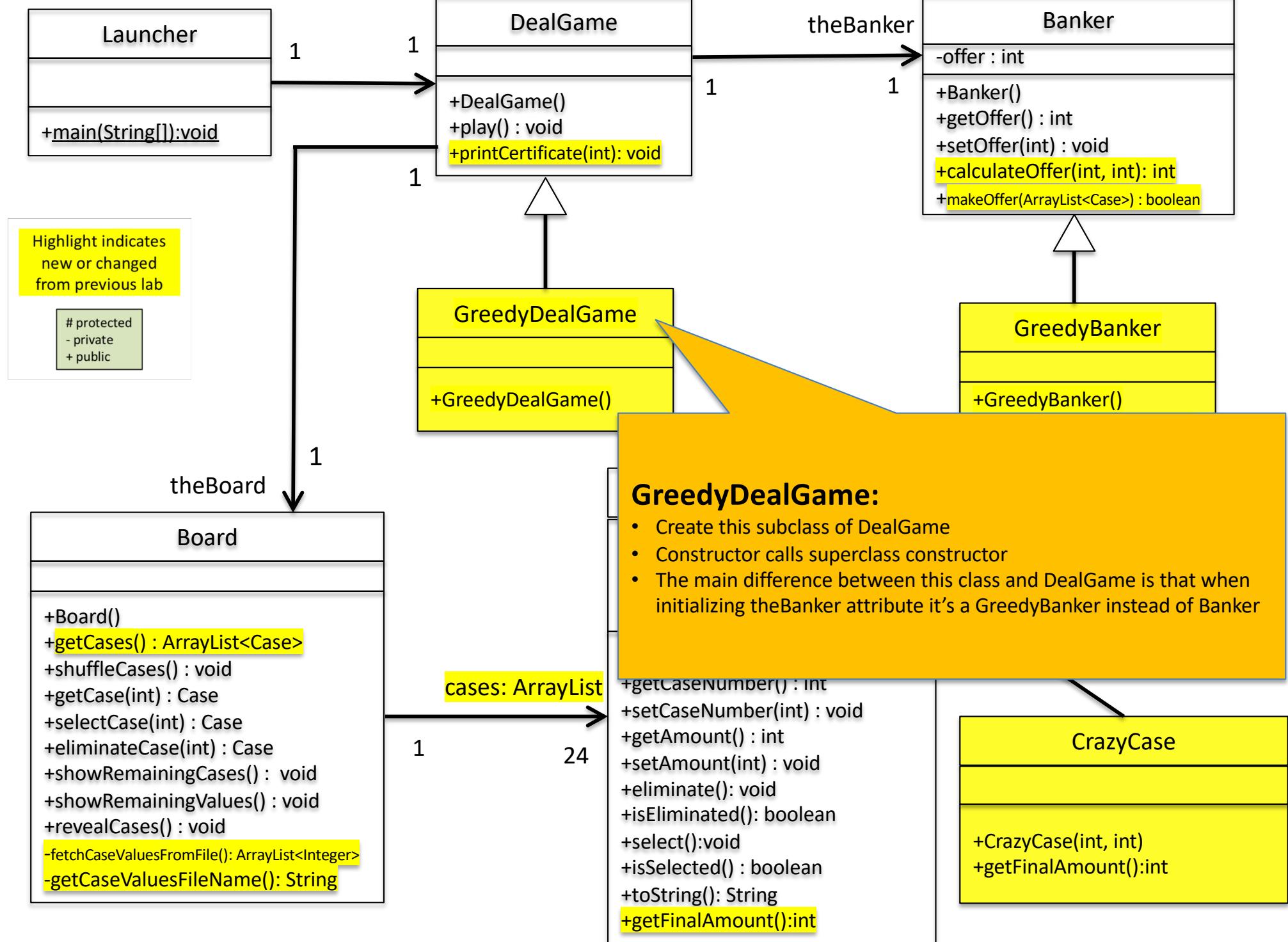
# DealGame Design



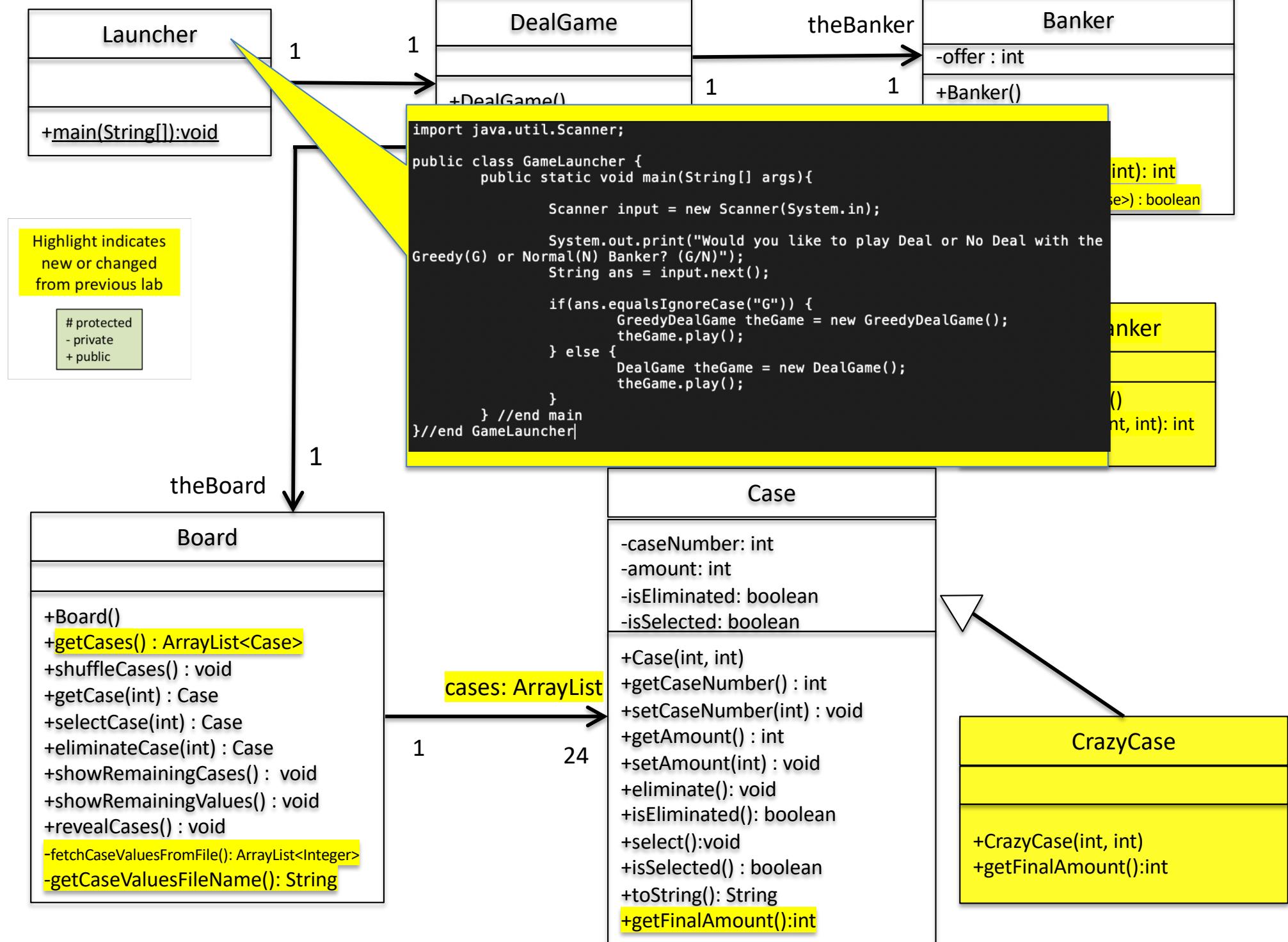
## DealGame Design



## DealGame Design



## DealGame Design



# Sample Output:

\$ java GameLauncher

Would you like to play Deal or No Deal with the Greedy(G) or Normal(N) Banker? (G/N) G  
Welcome to Deal or No Deal!

Please select your case (1-24): 2

You now have case #2 and it's time to eliminate cases.

\$	1 \$	5 \$	10 \$	25
\$	50 \$	75 \$	100 \$	200
\$	300 \$	400 \$	500 \$	1,000
\$	5,000 \$	10,000 \$	25,000 \$	50,000
\$	75,000 \$	100,000 \$	200,000 \$	300,000
\$	400,000 \$	500,000 \$	750,000 \$	1,000,000

AVAILABLE CASES:

-----  
[CASE 1] [CASE 3] [CASE 4] [CASE 5] [CASE 6]  
[CASE 7] [CASE 8] [CASE 9] [CASE 10] [CASE 11] [CASE 12]  
[CASE 13] [CASE 14] [CASE 15] [CASE 16] [CASE 17] [CASE 18]  
[CASE 19] [CASE 20] [CASE 21] [CASE 22] [CASE 23] [CASE 24]

Please select a case to eliminate: 8

You eliminated case #8 which contained \$ 500,000

I am offering you \$253,700. Do you accept? (Y/N) N

\$	1 \$	5 \$	10 \$	25
\$	50 \$	75 \$	100 \$	200
\$	300 \$	400 \$	500 \$	1,000
\$	5,000 \$	10,000 \$	25,000 \$	50,000
\$	75,000 \$	100,000 \$	200,000 \$	300,000
\$	400,000 \$	750,000 \$	1,000,000	

AVAILABLE CASES:

-----  
[CASE 1] [CASE 3] [CASE 4] [CASE 5] [CASE 6]  
[CASE 7] [CASE 9] [CASE 10] [CASE 11] [CASE 12]  
[CASE 13] [CASE 14] [CASE 15] [CASE 16] [CASE 17] [CASE 18]  
[CASE 19] [CASE 20] [CASE 21] [CASE 22] [CASE 23] [CASE 24]

Please select a case to eliminate: 3

You eliminated case #3 which contained \$ 50,000

I am offering you \$260,686. Do you accept? (Y/N) Y

Game over! Your case contained \$0

You made a great deal!

Please collect your certificate.

The \$0 here is due to  
a CrazyCase being  
selected