

COP1210C Lab 5

25 points

Who Wants to Be a Java Programmer? v.5

Methods

File name: `javaGamev5.java`

- (3) Add 1 more set of questions and answers. This question should come from the topics in Chapter 5.
- Modify your code so that it uses the following methods:
 - (3) `public static char DisplayMainMenu()` should prompt for and return the main menu choice.
 - (3) `public static void DisplayRules()` should display the rules to the user.
 - (4) `public static int ProcessQuestion(string q1, string ansA, string ansB, string ansC, string ansD, char correctAns, int pointValue)` should display a question and its corresponding 4 answers, prompt for the correct answer and display correct/incorrect to the user. The function should also return the points that the user received. If the user answers incorrectly, return a value of zero.
 - (3) `public static int ReadHighScore()` should open "highscore.txt", read in the high score, close the file and return the high score.
 - (4) `public static void CompareScore(int highScore, int userScore)` should compare the user's score to the high score that was read from the file. If the user's score is greater, open the high score file, replace the high score, and close the file. Otherwise, do not modify the file.
 - (4) `public static void DisplayScore(int score)` should display the user's current total. This should be called after each question is answered.
- (1) Include documentation in your code to explain the updates that were made to this version.