

COP1210C Lab 2

25 points

Who Wants to Be a Java Programmer? v.2

Decision Structures

File name: `javaGamev2.java`

- (4) Add 2 more sets of questions and answers. These questions should come from the topics in Chapter 3.
- (6) Use a decision structure to determine the path of the game based on the user's main menu choice.
- (6) Use a decision structure to indicate to the user whether each answer is correct or incorrect.
- (6) Add a point value to each question and include an accumulator to add to the total points when the user answers.
- (3) Include documentation in your code to explain the updates that were made to this version.