Number Guess Game Programming Exercise - How to Build

# Prerequisites

Java 1.7 or later

Apache Maven 3.x

# Assumptions

1) The user chooses number between 0 and 100 only

2) The user chooses a number in his mind and types “ready” to indicate to the computer that he is ready to begin playing. The computer asks a series of questions to arrive at the number the user has in mind. The user can only respond with “higher”, “lower” or “yes”. The game ends when the user responds with “yes” or “end”.

# Build

mvn clean install

# Run tests

mvn test

# Run project from eclipse

com.number.guess.NumberGuessGameApp class has main method which should start playing Game.

# Run project using jar

Go to folder where numberguessgame.jar is copied.

java -jar numberguessgame.jar

Sample output:

C:\Users\srilatha\Desktop\assign>java -jar numberguessgame.jar

\*\*\*\*\*\*\* Welcome to Number Guess Game \*\*\*\*\*\*\*\*\*

Computer: Are you ready to play game?. If you are ready, type - ready

ready

Computer: Is the number 50?

lower

User: lower

Computer: Is the number 24?

higher

User: higher

Computer: Is the number 37?

lower

User: lower

Computer: Is the number 30?

yes

User: yes

Computer : I have guessed your number successfully in 4 attempts.