Week 18

May 21 2023

Week 18 Final

Final project instruction found in week 12.

Due Sunday May 21 by 11:30pm

* Remember, print out the week 0 document titled "Required Assignment Format - Read Me'.

Be sure to include all the elements/parts listed for a program.... found in this assignment.

import java.io.FileNotFoundException;

```
class run {
  public static void main(String[] args) throws FileNotFoundException,
InterruptedException {
    Game game1 = new Game();
    gamel.start();
  }
}

import java.util.Random;
public class Utils {
  public void shuffleArrayInPlace(String arr[], int size) {
    Random rand = new Random();
  for(int i = 0; i < size; i++) {
    int lastIndex = size - i - 1;
    int randomIndex = rand.nextInt(lastIndex + 1);
    String tempSwapper = arr[lastIndex];
    arr[lastIndex] = arr[randomIndex];</pre>
```

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```
arr[randomIndex] = tempSwapper;
public class Game {
  public void setTheme() {
```

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```
Boolean isThemeSelected = false;
public void setDifficultyLevel() {
   difficultyLevel = in.nextInt();
public void setTimeDelay() {
```

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```
public void gameLoop() throws InterruptedException {
       int uniqueWordCount = difficultyLevel * difficultyLevel / 2;
          board.printBoard(guessedThemeWords, rowGuess1, columnGuess1, -1, -1);
          System.out.println();
              guessedThemeWords[guessedWordsCount] = board.getElement(rowGuess1,
columnGuess1);
              board.printBoard(guessedThemeWords, rowGuess1, columnGuess1, rowGuess2,
```

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```
Thread.sleep(guessTime);
          board.printBoard(guessedThemeWords, -1, -1, -1, -1);
      setDifficultyLevel();
      setTimeDelay();
      gameLoop();
import java.util.Formatter;
import java.util.Random;
import java.io.*;
import java.util.Scanner;
public class Board {
```

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```
private String boardData[][] = new String[8][8];
public void loadAllThemeWords() throws FileNotFoundException {
    String path = null;
        path = "./themes/Cars.txt";
   File read = new File(path);
       allThemeWords[i] = handler.nextLine();
   handler.close();
```

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```
public void printBoard(String guessedThemeWords[], int rowGuess1, int columnGuess1,
int rowGuess2, int columnGuess2) {
               if (util.contains(guessedThemeWords, uniqueWordCount,
boardData[row][column])){
                   System.out.print(f.format("%9s", boardData[row][column]));
rowGuess2 && column == columnGuess2)){
                   f = new Formatter();
       loadAllThemeWords();
       while (count < uniqueWordCount) {</pre>
```

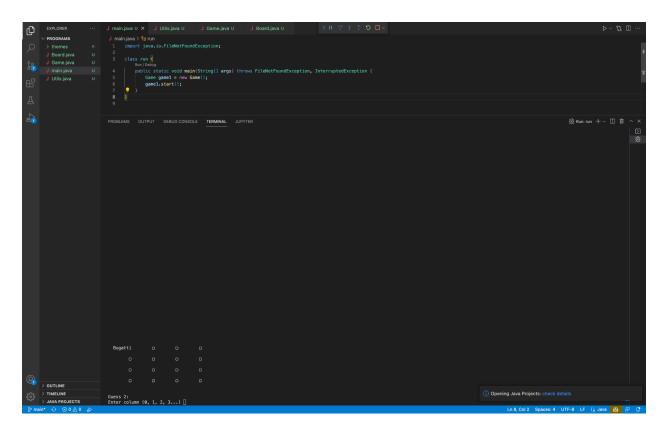
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```
if (allThemeWords[index] != "") {
   doubleSelectedThemeWords[i+uniqueWordCount] = selectedThemeWords[i];
util.shuffleArrayInPlace(doubleSelectedThemeWords, 16);
```

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I learned how to apply the topics covered in this class to create a working memory match game