# Pseudocode - Strings

import scanner

create main method

create a String variable called question1 and assign it a value of Mary had a little \_\_\_\_\_

create a String variable called correctAnswer1 and assign it a value of lamb

create a String variable called question2 and assign it a value of Hickory Dickory Dock, the \_\_\_\_\_ ran up the clock

create a String variable called correctAnswer2 and assign it a value of mouse

create a String variable called question3 and assign it a value of Humpty Dumpty sat on a wall, Humpty Dumpty had a great \_\_\_\_\_

create a String variable called correctAnswer3 and assign it a value of fall

create a String variable called question4 and assign it a value of I'm a little \_\_\_\_\_, short and stout

create a String variable called correctAnswer4 and assign it a value of teapot

create a String variable called question4 and assign it a value of Twinkle, twinkle little \_\_\_\_\_, how I wonder what you are

create a String variable called correctAnswer4 and assign it a value of star

create an int variable called counter and assign it a value of 0 to hold the users score

called the scanner to the get the value from the user

display a message to the user to explain the application will ask 5 questions based on nursery rhymes, and display their score once done.

display to the user question1

create a string variable called answer1 and assign to the input from the user

create a string variable trimmed1 and assign it the value of answer1 trimmed of the white spaces at being and end

if variable trimmed1 equals correctAnswer1, with case ignored

display that was the correct answer

add 1 to the variable counter

else

display to the user that their answer was incorrect and what the correct answer was

display to the user question2

create a string variable called answer2 and assign to the input from the user

create a string variable trimmed2 and assign it the value of answer2 trimmed of the white spaces at being and end

if variable trimmed2 equals correctAnswer2, with case ignored

display that was the correct answer

add 1 to the variable counter

else

display to the user that their answer was incorrect and what the correct answer was

display to the user question3

create a string variable called answer3 and assign to the input from the user

create a string variable trimmed3 and assign it the value of answer3 trimmed of the white spaces at being and end

if variable trimmed3 equals correctAnswer3, with case ignored

display that was the correct answer

add 1 to the variable counter

else

display to the user that their answer was incorrect and what the correct answer was

display to the user question4

create a string variable called answer4 and assign to the input from the user

create a string variable trimmed4 and assign it the value of answer4 trimmed of the white spaces at being and end

if variable trimmed4 equals correctAnswer4, with case ignored

display that was the correct answer

add 1 to the variable counter

else

display to the user that their answer was incorrect and what the correct answer was

display to the user question5

create a string variable called answer5 and assign to the input from the user

create a string variable trimmed5 and assign it the value of answer5 trimmed of the white spaces at being and end

if variable trimmed5 equals correctAnswer5, with case ignored

display that was the correct answer

add 1 to the variable counter

else

display to the user that their answer was incorrect and what the correct answer was

if variable counter equals 5

display to the user they got full marks, 5 out of 5

else if variable counter is greater than 1

display to the user a well done and their score is variable counter out of 5

else

display to the user better luck next time and their score is variable out of 5