



Methods

Access Level	Type	Name	Parameters	Purpose
public	void	splashScreen	None	Animates the opening splashScreen for the program
public	void	mainMenu	None	Menu where user decides where to go, decides program flow
public	void	askData	None	Gets player 1 and 2's names
public	void	display	None	Part of game loop, displays jeopardy questions
public	void	instructions	None	Explains the game to user
public	void	highscores	None	Displays current top 10 scores from file
public	void	level1	None	Part of game loop, round/level 1 ("Jeopardy!"), increments of \$100
public	void	level2	None	Part of game loop, round/level 2 ("Double Jeopardy!"), increments of \$200
public	void	playAgain	None	Asks user if they wish to play again, decides program flow
public	void	coverScreen	None	Displays which round
public	void	timer	None	Timer that counts down answering period
public	void	goodbye	None	Exits program
private	void	title	None	Prints a centred title
private	void	pauseProgram	None	Pauses program until user is ready to continue
private	void	openQuestions	None	Chooses random set of question files, and saves data in an array to user in game
private	void	updateHighscore	None	Saves (new) top 10 to file
private	int[]	dailyDouble	int n	Takes integer input of how many index sets, returns randomized indices to hide the daily double behind

Error Traps

Message	Purpose
Please enter '1', '2', '3', or '4'	Errortraps against invalid menu choice input
Your name cannot have symbols/special characters	Errortraps against invalid name input
Please enter 's' or 'm'	Errortraps against invalid input
Please enter 'y' or 'n'	Errortraps against invalid input

*The program will not errortrap against invalid input during the gameplay, as Jeopardy is a time based game, and answers must be precise in the real game to get points. Should the user enter the wrong choice/answer for the question they choose by accident, their penalization is losing points.

Instance Variables

Type	Name	Purpose
String	choice	Main menu variable that determines program flow
String	name1	Player 1's name
String	name2	Player 2's name
String	str	Input variable for errortrapping
String[][]	questions	2D Array that stores all the questions
String[][]	answers	2D Array that stores all the answers
String[][]	highscore	2D Array that stores current highscores
String[]	topics	Array that stores question topics
int	score1	Player 1's score
int	score2	Player 2's score
int	bet1	Player 1's bet
int	bet2	Player 2's bet

Main Method

```
public static void main(String[] args) {  
    Jeopardy j = new Jeopardy();  
    j.splashScreen();  
    while(true) {  
        j.mainMenu();  
        if(j.choice.equals("1"))  
            j.instructions();  
        else if(j.choice.equals("2")) {  
            j.askData();  
            j.coverScreen();  
            j.playAgain();  
        } else if(j.choice.equals("3"))  
            j.highScores();  
        else  
            break;  
    }  
    j.goodbye();  
}
```