



**University of Balamand**  
Faculty of Arts & Sciences  
CSIS 200 Introduction to Computers & Programming

Project

**Lottery Game**

**Due Date:** Wednesday December 09, 2020 @ 06:00 pm

You will implement a menu-based system for a Game project. Your system offers the user to play the **Lottery** game.

Implement your system to perform the following tasks:

Design the MENU described below:

Game Entertainment

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P- Player Name

L- Lottery Game

E- Exit



Your system must be designed to be secured. Therefore, you need to allow users with specific type of passwords to enter the system. When running your project initially, ask the user to enter a password, then call method **verify** that takes a password as String and check whether the user is allowed to enter the system or not.

If the password is accepted, return **true** to your main program then display the above **menu** and wait for the user's choice. Otherwise, return **false** to print an error message and exit the system.

**N.B.:** An accepted password must:

- ✓ Be of 8 digits
- ✓ Have the first letter as an uppercase letter
- ✓ Include 1 numeric value (ex: 1, 5 ...)

After displaying the Main Menu,

**If the user selects P or p:**

Your program should ask the user to enter his/her full name.

**N.B.:** Return to the main menu when the user's name is entered.

**If the user selects L or l:**

Your program must call method **playGame** that takes user's name as parameter and start the **Lottery game**.

Steps for **Lottery Game**:

- Your method should randomly generate a lottery of three-digit number (Make sure the 3-digits are distinct).
- Start your game by displaying a welcome message using the entered name.
- Ask the user to enter a 3-digit number (Make sure a 3-digit number is entered), and determine whether the user wins according to the following rule:
  1. If the user input matches the lottery in exact order, he wins 10.000 \$.
  2. If all the digits in the user input match all the digits in the lottery, he wins 5.000 \$.
  3. If only 2 digits in the user input match 2 digits in the lottery, he wins 3.000 \$.
  4. If only 1 digit in the user input matches 1 digit in the lottery, he wins 1.000 \$.
- All displayed messages should clearly show the user's name.

When game ends, your program should return to the main menu.

**If the user selects E or e:**

Display a corresponding message then exit the program

**N.B.:** - Use **loop** to keep repeating the main menu and exit when **E** or **e** is entered.  
- Your project should loop until **E** or **e** is entered.  
- In case an entered value was out of the range, display an appropriate error message and repeat the main menu.

- Your project must be developed and tested on Netbeans, then submitted on Moodle as **.java** files by the due date.

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