**OOP**

**INNOVATIVE**

**ASSIGNMENT**

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MEMORY GAME

### OVERVIEW

The program is written in JAVA language. It involves usage of Arraylist, Constructor, classes and Methods.

### Methodology

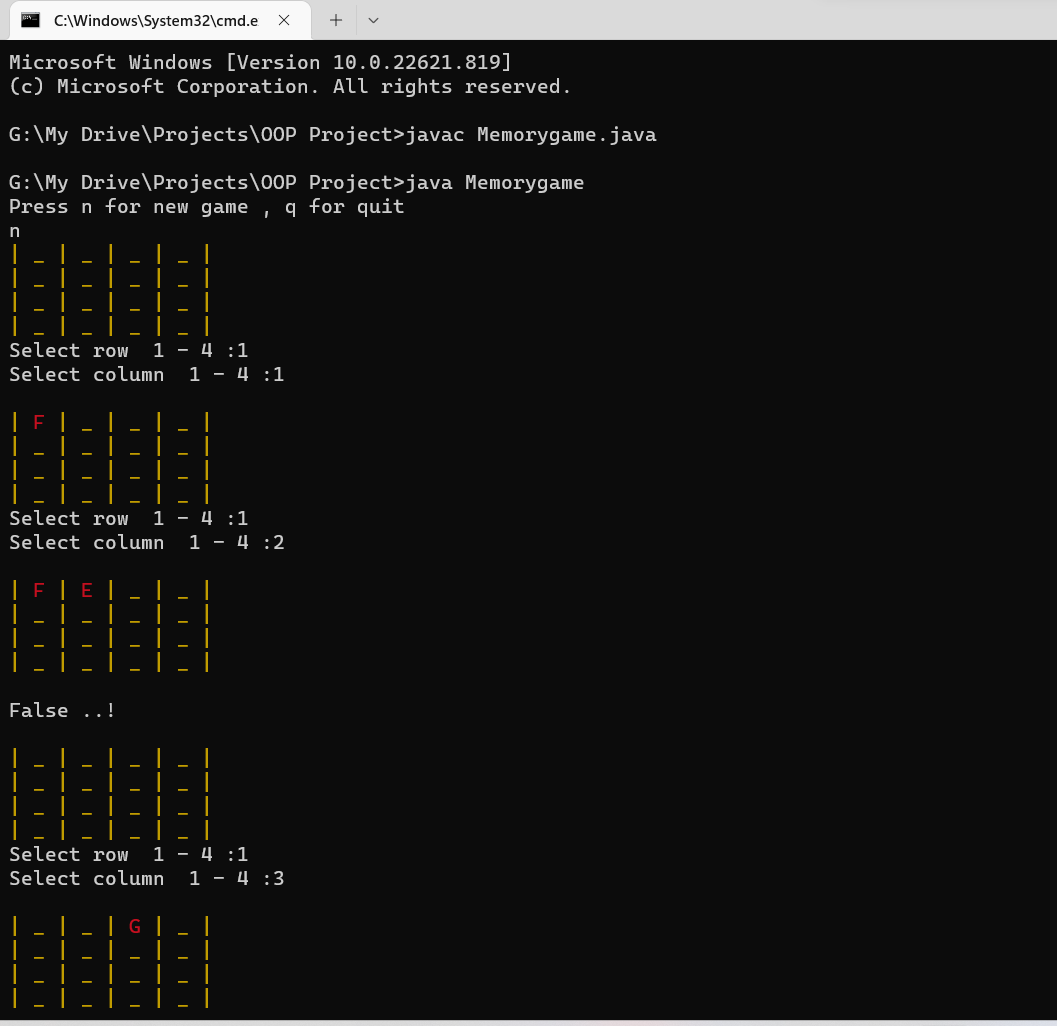
1. Input n for play and q for exit.
2. Input raw and column.
3. Generation of card according to input of raw and column.
4. Again, input raw and column.( Generation of card according to input of raw and column.)

If generated card is same as previous generated card, then it will display “correct” and both cards remain in the board.

If generated card is not same as previous generated card, then it will display “False” and both cards doesn’t remain in the board.

1. In the end, it will display “Game over”.

### OUTPUT



A screenshot of a computer

Description automatically generated with medium confidence

Text

Description automatically generated

A screenshot of a computer

Description automatically generated with medium confidence

Text

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Text

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