

IPO Chart for Java Keyword Countdown

INPUT	PROCESSING	OUTPUT
Int rounds.	Sets how many interactions the game will do (Loop).	Game will be executed as many times as requested.
Int vowelsInput.	<p>Get the number of vowels;</p> <p>Compute the number of consonants (9 - vowelsInput);</p> <p>Compute the number of vowels (9 – numConsonants);</p> <p>Get Random String vowels and String consonants as instructed by user.</p>	<p>Int numVowels;</p> <p>Int numConsonants.</p>
<p>String word1;</p> <p>String word2;</p> <p>(one input for each player).</p>	<p>Get words off each player;</p> <p>Compute if each letters contained in the input word is present in the group of vowels and consonants;</p> <p>(If letter is not present in random letters previously computed, user should enter it again);</p> <p>Compute if word1 is equal to any of the words present in the keywords array;</p> <p>Compute if word2 is equal to any of the words presents in the keyword array;</p> <p>Compute which player typed the longest word.</p>	<p>word1 and word2 will be validated;</p> <p>player1 and/or player2 is/are the winner(s) of the round;</p>

String answer.	Get answer input, yes or no.	Game will repeat from start if input was Yes and it will end if answer if No.
----------------	------------------------------	---