

CSE 190 D, Winter 2013

Programming Assignment #4: Methods (12 points)

Due Monday, February 4, 2013, 11:30 PM

This assignment focuses on methods and class constants. Submit two files `Rocket.java` and `GuessingGame.java`.

Part 1:

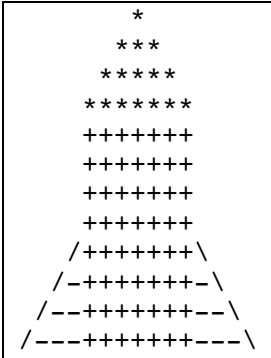
Alter your `Rocket` program from assignment 2 to add methods and change your scale variable to a class constant. Your output should match the output described in the assignment 2 spec.

```
I'm thinking of a number
between 1 and 9...
Your guess?  3
It's higher.
Your guess?  8
It's lower.
Your guess?  4
It's higher.
Your guess?  7
It's lower.
Your guess?  6
You got it right in 5
guesses!
Play again (1=yes 2=no)?  1

I'm thinking of a number
between 1 and 9...
Your guess?  3
You got it right in 1
guess!
Play again (1=yes 2=no)?  1

I'm thinking of a number
between 1 and 9...
Your guess?  1
It's higher.
Your guess?  7
It's lower.
Your guess?  5
It's lower.
Your guess?  3
It's higher.
Your guess?  4
You got it right in 5
guesses!
Play again (1=yes 2=no)?  2

Overall results:
Total games    = 3
Total guesses  = 11
```



Part 2:

Alter your `GuessingGame` program from assignment 3 to add methods and a constant for the maximum number of the guessing range. One sample output is shown at left with the constant set to 9.

Style Guidelines:

Use of methods

Use methods to organize your program into conceptual pieces that create a summary in `main`. Also use methods to eliminate redundancy.

Source code aesthetics (commenting, indentation, spacing, identifier names)

You are required to properly indent your code and will lose points if you make significant indentation mistakes. See the lecture slides for examples of proper indentation. No line of your code should be over 100 characters long.

Give meaningful names to variables in your code. Follow Java's naming standards about the format of `ClassNames`, `variableNames` and `CONSTANT_NAMES`.

Include a comment header at the beginning of your program with basic information and a description of the program. Also include a comment above each method describing its behavior. Your comments should be in your own words.