

CSE143X Section #1 Problems

1. Suppose that there is a class called `Score` that helps you to keep track of how many games have been played and how many you won (both the count and the percent). It has the following public methods:

<code>recordGame(won)</code>	records another game and whether the player won
<code>winPercent()</code>	returns the percentage of wins
<code>toString()</code>	returns a string indicating games, wins, and percent

For example, if you have a `Score` object called `theScore` and you execute this code:

```
theScore.recordGame(true);
theScore.recordGame(true);
theScore.recordGame(false);
theScore.recordGame(true);
theScore.recordGame(true);
```

After these lines of code are executed, `winPercent` should return 80.0 and `toString` should return "won 4 out of 5 games (80.0%)".

Write a complete client program called `ScoreClient` that performs this simulation, reporting the win percent and overall result.

2. Write the class `Score.java` (in other words, do the implementation part).