

Enon Java Training Match Game Worksheet

Instructions: Match Game:

Create a new project (called MatchGame) and a new main class (called Game) for your game.

We're going to create a game that generates 3 random numbers, each between 1 and 6, checks to see if any of the numbers match and then tells the user what they've won. Each time the user plays, the game should ask if they would like to play again. The game should repeat until the user says he does not want to play again.

If the user matches all 3 numbers, the game should print: "You Win!"

If the user matches 2 out of 3 numbers, the game should print: "You've matched 2!"

If the user doesn't match any numbers, the game should print: "Sorry. Better luck next time."

In order to create this game, we are going to use the nextInt() method found in the Random class provided by Java. Once you've done so, perform the following steps:

1 At the top of your main class, add the following import statement:

```
import java.util.Random;
```

2 Then, inside your main method, declare a random variable like so:

```
Random rnd = new Random();
```

3. In order to generate a new number between 1 and 6, you will use the following code:

```
int firstNumber = rnd.nextInt(6) + 1;
```

This code generates a random integer between 1 and 6 and stores it in the variable firstNumber. You will repeat that step for each of the remaining 2 numbers.

4. Use a do-while loop to allow us to play the game repeatedly

5. After each round, use JOptionPane.showConfirmDialog() to ask the user if they would like to play again. For example:

```
int response = JOptionPane.showConfirmDialog(null, "Would you like to play again?", "Matching Game",  
JOptionPane.YES_NO_OPTION);
```

If the user selects yes, the answer variable will have value JOptionPane.YES_OPTION

6. Play your game for the TA.