

Computer Training Institute
Java Assignment: Basics

Game: Pick Odds and Evens

Part 1 - Pick odds or evens

1. Create a new java file called "OddsAndEvens".
2. Add a class header and main method to match your file's name.
3. Add a println that produces the following text on the console".

```
Let's play a game called "Odds and Evens"
```

4. Ask the user for their name and then use a scanner to let them type their name into the consol.

```
What is your name?
```

5. Now greet the user and ask them to choose either odds or evens. Use a scanner to let them type in either "O" or "E".

```
Hi name, which do you choose? (O)dds or (E)vens?
```

6. Using an if/else statement print out whether the user chose "odds" or "evens".

```
name has picked odds! The computer will be evens.
```

```
Or
```

```
name has picked evens! The computer will be odds.
```

7. Finally add a println that produces a bunch of "-" characters to separate this stage from the others in your output.

Part 2 - Play the Game

Now you are going to be adding the actual game play to your game.

1. Ask the user how many "fingers" they are going to play, and let them enter in a number.

```
How many "fingers" do you put out?
```

2. Now let the computer choose a random number to represent their fingers:
3. Add a println that tells the user how many fingers the computer played.

```
The computer plays number "fingers".
```

4. Add another line of "-" characters to separate this part of your output from the results.
5. Now you need to determine what the results are.
 - Add the user's number and the computer's numbers together to get the sum.
 - Add a println that will print out the math to show the user.

```
userNumber + computerNumber = sum
```

Now you need to figure out if the sum is odd or even.

Even will be true if sum is even, it will be false if sum is odd.

- Now use an if/else statement to print out whether sum was odd or even.
6. Add another line of "-" characters to end your program.

Part 3 - Who won?

Now that we know the results, it's time to decide who the winner is!

Inside your if/else statement that prints out odd or even you are going to add another set of if/else statements to tell who the winner is, based on what the player chose back in stage 1.