

SI@UCF: Java Class

Homework Assignment: Random Class Practice

Objective

1. Learn how to call instance methods from the Random Class

Problem A: One Player Blackjack

In blackjack, the goal of the game is to get cards that add to 21. For this problem, we'll play a slightly different game where the user gets randomly generated numbers. First ask the user what their target value is. Then, generate a single random number in between 1 and 11 and print this for the user. This is their current score. Then, ask the user if she wants another number. If she says no, then the game ends. If she says yes, generate another random number in between 1 and 11 and add this to her score. Continue in this fashion until she doesn't want another number. If her sum of points exceeds the target, her score is 0. Otherwise, her score is just the sum of her points. At the end of the game, print out this score.

Sample Run

Enter the target amount.

21

Your first number is 7.

Do you want another number? (1 = yes, 0 = no)

1

Your next number is 5. Your total is 12.

Do you want another number? (1 = yes, 0 = no)

1

Your next number is 10. Your total is 22.

Do you want another number? (1 = yes, 0 = no)

0

Since you exceeded the target, your final score is 0.

Sample Run

Enter the target amount.

20

Your first number is 7.

Do you want another number? (1 = yes, 0 = no)

1

Your next number is 5. Your total is 12.

Do you want another number? (1 = yes, 0 = no)

1

Your next number is 6. Your total is 18.

Do you want another number? (1 = yes, 0 = no)

0

Your final score is 18, 2 lower than the target.