

**ICS3MO - Final Project (20% of summative component)**  
**St. Joan of Arc- Computer Science**

**MENU-DRIVEN and METHODS-BASED PROGRAMMING**

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**Due Date:** Thursday, June 14, 2007

- Hand in your source code file, printed copy of code, and a title page.

**Objective:** The purpose of this project is to write a menu-driven, methods-based program to allow for each of the following options:

1. Play a number guessing game. This game is to have the computer pick a number between 1 and 30. Take this number, and pass it into a method that allows for the user to guess it. Let the computer tell the user to pick a higher or lower number if they guess wrong. If the guess is right, use another method to pick one of 3 random responses congratulating them.
2. Perform a string manipulation. Ask the user to enter ONE word only (do not allow for more than 1 word to be stored). Display the word with vowels substituted with a capital X.
3. Ask the user to enter 10 numbers. Do not allow for a duplicate number to be entered (using a method). Display the numbers in sorted order (method) from lowest to highest.
4. End

**Evaluation:** This assignment will consist of 20% of your final exam mark. Refer to the rubric for a detailed breakdown of your assessment. This is a timed, supervised in-class exam.

**Final Evaluations:**

Summative tasks are worth 30% of the final mark

Since the work that is completed during this time period in classes demonstrates student knowledge and understanding and counts toward the final mark, attendance is mandatory.

Any student who misses time will be expected to make up that time by arrangement with the teacher.

Any student who misses a significant portion of the final evaluation will not be assigned a mark. The credit will be deemed incomplete and the student will be required to complete at a future date.