

# HotPotatoGameFE.java

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1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class HotPotatoGameFE {
6
7     public static Scanner keyboard = new Scanner(System.in);
8     public static HotPotatoGame hpg = new HotPotatoGame();
9     public static final int MIN_TIME = 1;
10    public static final int MAX_TIME = 10;
11    public static void main(String[] args) {
12        greeting();
13        boolean playGame = true;
14        while(playGame)
15        {
16            hpg.resetTime();
17            int numPlayers = getNumberOfPlayers();
18            addPlayers(numPlayers);
19
20            boolean gameOver = false;
21            while(!gameOver)
22            {
23                String player = hpg.getCurrentPlayer();
24                System.out.println(player+", enter a time to hold the potato from "+MIN_TIME+"
to "+MAX_TIME);
25                int time = keyboard.nextInt();
26                keyboard.nextLine();
27                if(time < MIN_TIME || time > MAX_TIME)
28                {
29                    System.out.println("Incorrect value. Assuming time is "+MAX_TIME);
30                    time = MAX_TIME;
31                }
32                if(hpg.hasLost(time))
33                {
34                    System.out.println("Player "+player+" has been elimintated!");
35                    hpg.resetTime();
36                }
37                else
38                {
39                    hpg.addPlayer(player);
40                }
41                gameOver = hpg.getWin();
42            }
43            System.out.println("The winner is "+hpg.getCurrentPlayer()+"!");
44            System.out.println("Enter \"yes\" to play again");
45            String input = keyboard.nextLine();
46            playGame = input != null && input.equalsIgnoreCase("yes");
47        }
48        System.out.println("Goodbye!");
49    }
50    public static void greeting()
51    {
52        System.out.println("Welcome to the Hot Potato Game!");
53    }
54    public static int getNumberOfPlayers()
55    {
56        int num = 0;

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57     while(num <= 1)
58     {
59         System.out.println("Enter the Number of Players. Must be greater than 1");
60         num = keyboard.nextInt();
61         keyboard.nextLine();
62     }
63     return num;
64 }
65 public static void addPlayers(int num)
66 {
67     int i = 0;
68     while(i<num)
69     {
70         System.out.println("Enter your name player "+i);
71         String input = keyboard.nextLine();
72         if(input == null || input.isEmpty())
73         {
74             System.out.println("Invalid Input");
75             continue;
76         }
77         else
78         {
79             hpg.addPlayer(input);
80         }
81         i++;
82     }
83 }
84 }
85
```