Instructions

The goal of this assignment is to test your ability to use methods as a way of modularizing code. You will modify Project2.java (posted on the course webpage) to use methods as a means to separate some of the code into modules. You will move the generate number, generate computer answer, and find if a number is prime portions of the code into their own methods. Here is

1. Change line 40 to call a method with the header below that returns a random number between 1 and 1000.
   (a) public static int generateNumber()

2. Change line 57 to call a method with the header below that returns a computer answer of 'Y' or 'N', each with a 50% chance.
   (a) public static char generateComputerAnswer()

3. Change lines 64 through 70 to set the actualAnswer variable to 'Y' or 'N' based on the boolean value returned from the method with the header below. The method should take in an integer as an argument and return true if it is prime and false if it is not.
   (a) public static boolean isPrime(int number)

Note: You may have to change more than the lines above.

You are required to have sufficient internal documentation for your program. This is meant to be AN INDIVIDUAL ASSIGNMENT. Also, taking large segments of code from other sources without citing is plagiarism. The majority of this assignment should be YOUR OWN ORIGINAL WORK. I recommend getting a small storage device such as a flash drive to save your work on. You can get these for under $20 at any Radio Shack, and many other stores. When you are done submit your project by zipping up the project folder and FTPing it to the drop box for this course as described in class and here: http://www.cs.pitt.edu/~eth13/cs0007/submissionGuidelines.html. On the course webpage there is a grading rubric which I will be grading from. Keep this in mind while doing the assignment.