

Dominos.java

Dominos can be played a lot of ways, but fundamentally, the game is about connecting like-numbered squares together. As two squares are physically connected on a single domino, the numbered square to connect to is constantly changing. We'll simulate this with a random number generator.

Our game will look like the example below, using a simple 1-dimensional board. When you have filled a row of your board (say, 80 characters\*, the game is done).

<\*We'll check how wide this would be in class, based on the printed width of our terminal windows.>

Example:

```
|1-3|
```

```
What number?
```

```
3
```

```
|1-3||3-8|
```

```
What number?
```

```
8
```

```
|1-3||3-8||8-4|
```

Your job is to populate an array of bytes as you play. During each iteration of play, you print the contents of the array up until zero (be sure to populate the array with all zeros before playing the game). Notice you also print symbols '|' and '-' to make the display look like dominos.

You also iterate asking the user to choose a number. You should check to be sure the number matches the last element printed. You can tell the user to try again if (s)he messes up. The second number on the domino should be a randomly generated number from 1-9. Be sure to populate the array with two new numbers each time the user types in a correct number.

Use good programming conventions as taught in class, including multiple methods and encapsulated (private) field variables, if you choose to use them.