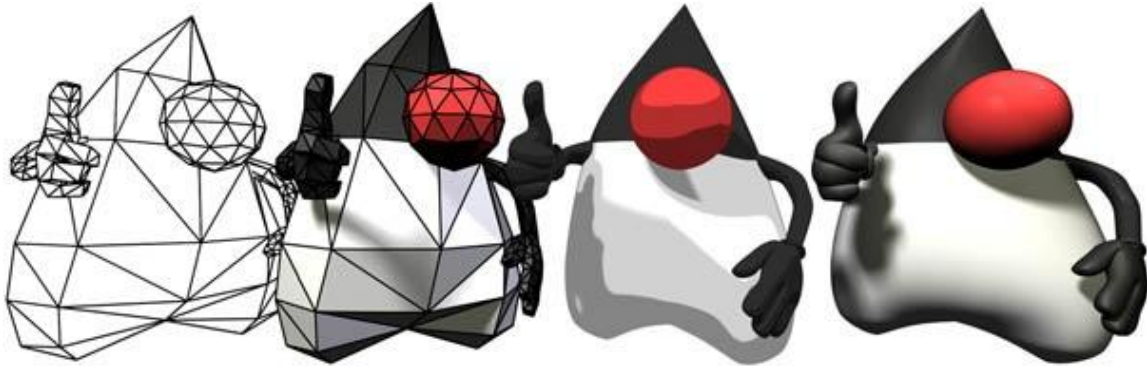


JAVA Assignment



Java Bonus Assignment: Fox Goose Grain Riddle

Develop an application that allows a user to play out the fox goose grain riddle. A farmer owns a boat and a fox, goose and bag of grain. Strange, eh? He or she wants to get each of these entities across a river on his property.

Because he doesn't have a bridge and can't build a boat to hold more than one of these entities with himself (can you say contrived, hey, this isn't my riddle so don't pick on me!!!) he must take them across the river one at a time.

Start the 3 entities and the boat on one side of the river. Allow the user to choose from a menu of options to move the entities over to the other side. NOTE: You can move only the boat if desired.

Check for a dangerous condition (you will figure them out) and print an error message if they lose by creating this.

Allow them to restart the game. Check for a winning condition also, and give them some sort of congratulatory message.

Don't worry about illegal moves unless you have time.

Project Name	Fox Goose Grain Project
App Name	FoxGooseGrainConsole