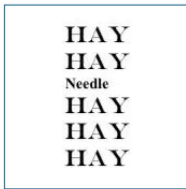# Brain Teasers

The code for the Animal Guessing Game is in the folder. Most of the code from the actionPerformed is missing and will need to be typed in from your sheet.

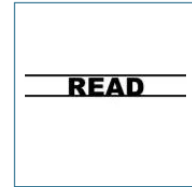Adapt it for this card game based on brain teasers:

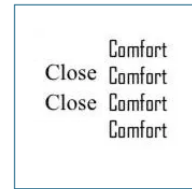1 – needle in a haystack   2 – slap on the wrist   3 – long underwear   4 – read between the lines

5 – backseat driver   6– heat wave   7 – roadblock   8– too close for comfort

Checkmark 1: Adapt the card class

Rename it as "BrainTeaser".

It has 2 instance variables:

- Picture number
- Answer

Note that getPic will need to be changed to represent the new picture names.

Checkmark 2: Adapt the deck class

Rename it as "Quiz"

Rename the constructor too.

Make sure all Cards are switched to BrainTeaser.

Adapt the shuffle method so it has the card information above.

Checkmark 3: Questions

You will need to adapt the global variables.

When you click the nextcard button, the BrainTeasers above should show.

Checkmark 4: All Buttons Working

Use your sheet to help input the code for the other buttons.