

Try it out! (5 minutes)

1. Rewrite the code from the previous exercise to now use control structures.
2. Add a ***while*** loop which uses the gameEnded boolean variable for its condition, initialised to false.
3. Add an ***if*** statement to check whether the game has ended (X and Y have the correct values) to update the gameEnded variable.
4. What other control structures could be used here instead?