

A Very Mad Libbed “Date” Night

Introduction: Thus far in our studies of Java we have viewed the basic recognizable aspects of the programming language. The ability to understand how identifiers, keywords, classes, statements, objects, and libraries are utilized is imperative if you want to be able to learn and develop your own programs or learn from others that have been created. Now is the time to put this knowledge into practice and see what type of coding you are capable of.

This project will consist of 4 segments: Decoding Date, Mad Lib, Presentation, Program Review Paper.

Decoding Date

For this section of the project you will be given basic information about a program. You must deconstruct each piece of information and determine how to put it into a functional static program AND an object-oriented program that can be properly compiled.

static Program Information:

- This program must incorporate the Date class from the util package in the Java Standard Library
- Must include three statements
 - The first needs to print the words “Today is a glorious day.” on the console
 - The second must use the same command as the first statement but replace the string literal with command (new Date ())
 - The third statement must print the words “will always be remembered as the day I finished my first program all on my lonesome” on the console
- Once the program is functioning you must include comments that explain how the first line of code and each statement functions.

Object-Oriented Program Information:

- This program must import **all** of the classes from the util package in the Java Standard Library
- The opening program class must create a new class, object, and variable to contain objects from that class.
- The opening program class must reference a method in the object class
- The object must include three statements
 - The first must use the same command as the second statement but replace the string literal with (new Date ())
 - The second needs to print the words “Today I feel objectified.” on the console
 - The third statement must print the words “...but I’m strangely okay with it” on the console
- Once the program is complete you must include comments that explain how the import feature and each statement functioned within BOTH programs.

Mad Lib:

This course has focused on a lot of different aspects of game theory. For this section of the project you will incorporate performance into your programming in order to create a game-like experience.

For this portion of the project you will create an object-oriented program that displays specifically chosen characters on screen that will tell a wacky story. Your program will incorporate a variety of different Strings (String), Integers (int), and arithmetic equations (+, -, *, /) that the students of the class can choose during your presentation in order to incorporate user input into your game.

Your program must follow these guidelines:

- Showcase a well written narrative that is a minimum of 100 words
- Import and utilize the Date class in your story
- Create at least 5 different Integers (int)
- Incorporate at least 3 different equations
- Develop at least 5 different Strings (String)
- Use comments at the beginning of the program to give information about the creation, creator, and functionality
- Properly display all information on the console so it can be observed during the presentation without the need to scroll

Though it is not required, students are encouraged to find inventive ways to utilize white space so that the secrets of their Mad Lib are not exposed until the program runs.

Presentation:

Now it is time to showcase your program and encourage students to interact with your game. You will talk about your experience creating the program, what your strengths and weaknesses were, and what you learned about programming over the course of the project. After you have given the class an idea of your working process it is time to start the game. Ask students to give you different numbers, nouns, adjectives, and verbs to replace specific Strings and Integers in your program. When you have completed this, and properly compiled it, you will run the program and read the words that appear on the console to the class.

Though this assignment is intended to be fun and playful, please do not forget that you are being evaluated. Use the presentation as an opportunity to show off your programming knowledge AND have some fun.

Program Review Paper:

My goal for you throughout this project is to tinker, experiment, and learn about Java programming by having a fun time with words. This specific aspect of the project is intended to have you demonstrate your knowledge of Java by creating a program that discusses your findings.

You must write, compile, and run an object-oriented program that showcases and explains 5 different Java concepts that you have learned. These concepts must be demonstrated and explained through console type and in-program comments.