Fortune Teller Java Project

Objectives: This assignment focuses on writing a simple input/output statement, implementing and testing Java program which uses control structures to solve the problem described below. No repetition, simple selection only

Assignment Specifications

Prompt the user to enter two integers and a character values.
The integers represent the Expression and the animal.
While the character represents the Object found in the future.
Then output to the user what the fortune teller is seeing in the user's future.
Be creative.
Validate your entry using **selection statements and comparison operators only**.
If the use will enter an invalid entry, just simply **output an error message** and give back the money to the customer.
Document your code.
Save your file with multiple sample outputs (one of them has an invalid entry) into a word document and upload as a pdf.

For example if the user will enter 5 A 8
The output should be
I see =-D *<:) ^o,o^
You are laughing out loud while you are wearing your birthday hat, and you got an owl as a gift.

Expressions

1- Tongue in Cheek
:-J colon + minus sign + capital J
2- Tongue Tied
:-& colon + minus sign + ampersand
3- Blushing
=^_^= equal sign + caret + underscore + caret + equal sign
4- Alarmed
:-o colon + minus sign + lowercase o
5- Laughing out Loud
=-D equal sign + minus sign + capital D
6- Angry
>_< greater than sign + underscore + less than sign

7- In Love

(*_*) open parentheses + asterisk + underscore + asterisk + close parentheses

8- Bored

(-_-) open parentheses + minus sign + underscore + minus sign + close parentheses

9- Annoyed

>_<* greater than sign + underscore + less than sign + asterisk

10- Shy

(*^_^*) open parenthesis + asterisk + carat + underscore + carat + asterisk + close parenthesis

Objects

A. Birthday Hat

*<:) asterisk + less than sign + colon + close parentheses

B. Bed

0_ zero + underscore

C. Rose

@~)~~~~ "at" sign + tilde + close parentheses + several tildes

D. Eye

<•> greater than + bullet + less than

E. Airplane

-|–' hyphen + straight slash + straight slash + apostrophe

F. Christmas Tree

*<<<<= asterisk + several less than signs + equal sign

G. Gift

8[+] number 8 + open bracket + plus sign + close bracket

H. Four Leaf Clover

%%- percentage sign + percentage sign + minus sign

I. Bicycle

(*)/(*) open parenthesis + asterisk + close parenthesis + forward slash + open parenthesis + asterisk + close parenthesis

Animals

1. Bird

   (*V*) open parenthesis + asterisk + capital V + asterisk + close parenthesis
2. Cat

   =^.^= equal sign + carat + period + carat + equal sign
3. Dog

   :o3 colon + lowercase o + number 3
4. Fish

   <>>< less than sign + greater sign + less than sign
5. Mouse

   <:3)~ less than sign + colon + number 3 + close parentheses + tilde
6. Pig

   =8) equal sign + number 8 + closed parentheses
7. Bee

   :(III)- colon + open parentheses + three vertical bars + close parentheses + minus sign
8. Owl

   ^o,o^ caret + lowercase o + comma + lowercase o + caret
9. Penguin

   (*)> open parentheses + asterisk + close parentheses + greater than sign
10. Rabbit

    (‘.’) open parentheses + apostrophe + period + apostrophe + close parentheses
11. Snail

    _@_v underscore + at sign + underscore + lowercase v

If you want to add/modify your symbols
https://slangit.com/emoticons/expressions

https://slangit.com/emoticons/objects

https://slangit.com/emoticons/animals

Assignment Deliverables

You are to upload 2 files:

1. Your complete documented (.java) Java file

2. A word document that has a **link to a video** explaining your code with multiple runs. You can keep your video unlisted, but make sure it is public. And a screenshot of the output of different run that has all cases.
3. Be ready to demonstrate your code in the lab. -you will be informed by your lab instructor-