## Telling a Random Story

### Using and Improving GladLibs
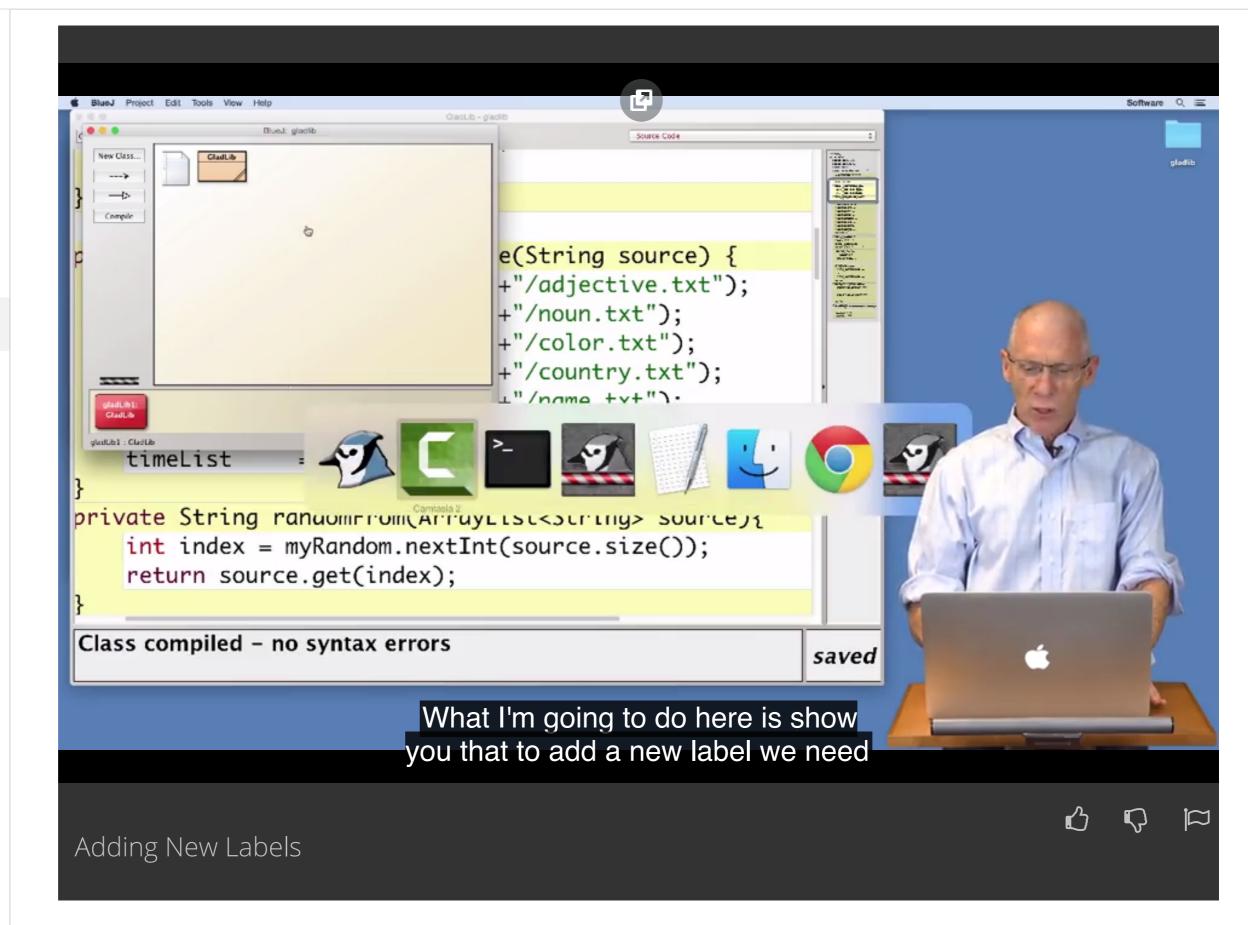
### Review

**Adding New Labels**

What I'm going to do here is show you that to add a new label we need

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Lecture Video  mp4

Subtitles (English)  WebVTT

Transcript (English)  txt

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## Interactive Transcript

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**0:03**
Hi, we're gonna walk through the process of adding a new label to the GladLib.java program and the GladLib class. A new label might be something like verb which would go along with noun, color and the other labels we have. To do that, you've seen part of that process outlined in one of the previous lessons. What I'm going to do here is show you that to add a new label we need a new template file, so I've taken the standard template file that we had before, which was called madtemplate.txt and I've replaced sing and dance, the two things that a creature would do in the stories we generated, with verb and verb. So I'm adding the label verb to replace sing and dance in the original story. I still call this madtemplate.txt. You will use whatever text editing software you have which is usually something like TextEdit on a Mac or Notepad++ on a Windows machine, but you can use any text editor.

**1:07**
Now I'm going to take the GladLib program that we've used before, and I'm going to walk through the locations where we need to make changes. I need to create a new array list to store my verbs. I'm going to go along with the same conventions that have been used before and make sure that I use verbList to go along with adjectiveList, nounList, etc.

**1:27**
As I scroll through my source code, I see that these ArrayLists are initialized in the initializeFromSource method. It's called from our class's constructor. I need to initialize verbList. And its going to be initialize by calling readIt.

**1:45**
Passing the source. Which is either a place on my computer where it can access files, or a url. This is verb.txt. I'm going to also have to make one other addition. Because now my label might be an adjective or an animal or a name. But I'm going to need to copy and paste these so that in addition to using timeframe, I'm going to use verb. So I'll replace that, make sure I get the syntax right. If the label is verb, I'm going to replace the label from verblist.

**2:25**
I'm going to compile my program.

**2:28**
I know that in this program it's reading the template form madtemplate.txt which I've modified to include the angle bracket verb angle bracket label. I'm going to create a new GladLib on my object work bench.

**2:49**
And then I'm going to run the Make Story method.

**2:53**
It so loved to unknown and unknown. There was a funny, slippery lion named Vivian that scared it so much. So if we go back and look at our source code we'll see that it must have found verb but failed to replace the verb with the objects that it was replaced with. In this case, I've got verb list here, my instance variable.

**3:19**
I've initialized it from verb here I've made sure that if, oh look, if label.equals verb t, I had a misprint when I spelled it. Now it's got verb.

**3:34**
So I'm going to go back and recreate that.

**3:38**
Create my gladLib object, open it up and make a story. Hey, it's so loved to think and contemplate, but there was a gigantic, gigantic tiger. Let me run that one more time and see if I get something besides think and contemplate. It's so loved to ride and surrender.
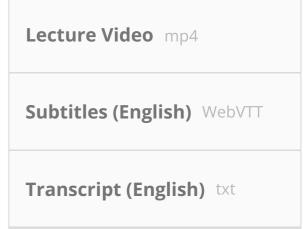
**3:56**
One more time, and I'll be convinced that it's actually reading verbs. It so loved to surrender and surrender, we've done nothing to make sure that it can use the same word or verb more than once, so just to remind you what we've done. I've used this location to change when the label was found.

**4:18**
I've made sure that the label was read from the source. And I used verbList here, which is the name of my instance variable here, verbList. Using the same naming conventions we've used in all the other programs. I compiled my program, I tested it, I created a new text file to hold verbs, and a new text file for the template.

**4:42**
Happy verbing.