Telling a Random Story

Using and Improving GladLibs

Review

GladLibs: Stories from Templates Module

After completing this module, you will be able to:

- Program a word frequency counter to analyze any input text file;
- Select and substitute words from a list into a document template using both ArrayList and HashMap;
- Create new lists to use in templates;
- Recognize brittle code; and
- Improve code with flexible, object-oriented design.

You will gain these skills in the framework of developing a randomly generated story that we call GladLibs. You may discover that bald lions change peoples' lives, or that fluffy dinosaurs get things done in a jiffy. We hope you have fun developing your Java skills this week!

Lecture Slides

Telling a Random Story

RandomStoryIntroduction.pdf

HighLevelDesignConcepts.pdf

ArrayList.pdf

ArrayListForUniqueWords.pdf

ArrayListAdvantagesAndIssues.pdf

RandomStorySummary.pdf

Using and Improving GladLibs

GladlibsIntroduction.pdf

BrittleCode.pdf

HashMaps.pdf

HashMapforFlexibleDesign.pdf

GladLibsSummary.pdf

More Course Resources

http://www.dukelearntoprogram.com/course3/index.php - This website of programming resources contains pages for each course in the Duke Java Programming specialization. The link above for this course is where you will go to:

- Download the custom version of the BlueJ environment;
- Find project resources, such as example code from the lecture videos;
- Download images and data files for the programming exercises; and
- See documentation for the custom classes developed for this course.

Mark as completed