Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-450-M2024/it114-module-3-number-guesser-4/grade/arc73

IT114-450-M2024 - [IT114] Module 3 Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 6/9/2024 1:12:52 PM

Instructions

COLLAPSE

Overview Video: https://youtu.be/ej6lWrg9XjE

1. Create the below branch name
2. Implement the NumberGuess4 example from the lesson/slides
    1. https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f
    2. Add/commit the files as-is from the lesson material (this is the base template).
    3. Push the changes to the HW branch and create a pull request to keep open until this assignment is done
3. Pick two (2) of the following options to implement
    1. Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
    2. Implement anti-data tampering of the save file data (reject user direct edits)
    3. Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
    4. Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
    5. Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
    6. Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
4. Fill in the below deliverables
5. Save changes and export PDF
6. Git add/commit/push your changes to the HW branch

7. Create a pull request to main (if not done so before)
8. Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
9. Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 5 Points: 10.00

Implementation 1 (4 pts.)

^COLLAPSE^

^COLLAPSE^

Task #1 - Points: 1

Text: Implementation Evidence

Details:
Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem.

#1) Mention which option you picked and how you solved it

Explanation (required) ✓
Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

PREVIEW RESPONSE

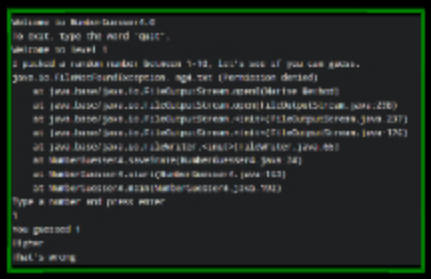
Item 1: Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)

The if-else structure iterates when taking in an input from the user. It will first re-ask if the input is less than 0. If the guess is correct then the user wins the game. If not, it goes to the else statement where

#2) Add screenshots of the coded solution (ucid/date must be

Caption (required) ✓
Describe/highlight what's being shown
Solution code for first item implementation

#3) Show implementation working by running the



Caption (required) ✓
Describe/highlight what's being shown
Output displays "Higher" when guess is lower than answer. I verified with an online compiler because VSCode wasn't working.

if the guess is lower than the actual number, it will give the hint "higher". Otherwise it will give the hint "lower".

Implementation 2 (4 pts.)

^COLLAPSE^

^COLLAPSE^

Task #1 - Points: 1

Text: Implementation Evidence

Details:
Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem.

#1) Mention which option you picked and how you solved it

Explanation (required) ✓
Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

PREVIEW RESPONSE

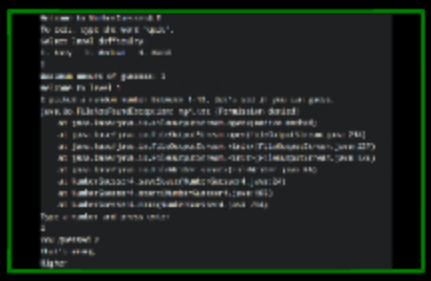
Item 3: Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)

The code starts by giving the user options for difficulties and asks the user for input to choose their difficulty. A switch case is created based the on the three different decisions the user can make. Depending on which difficulty they select, it outputs how many guesses they get. If they can not guess the right answer under the

#2) Add screenshots of the coded solution (ucid/date must be

Caption (required) ✓
Describe/highlight what's being shown
Solution code for difficulty selector

#3) Show implementation working by running the



Caption (required) ✓
Describe/highlight what's being shown
Difficulty selector prompts user. I verified with an online compiler because VSCode wasn't working.

allowed number of guesses, they lose the game.

Misc (2 pts.)

COLLAPSE

Task #1 - Points: 1

Text: Reflection

#1) Learn anything new? Face any challenges? How did you overcome any issues?

Explanation (required) ✓

Provide at least a few logical sentences

PREVIEW RESPONSE

One topic that I learned is prompting user input in Java. I've had experience prompting user input before in other languages but have not yet in Java until this assignment. I didn't come across any major challenges in this assignment, for the most part it was logic/syntax errors where I used the debugger to fix.

Task #2 - Points: 1

Text: Pull Request URL

Details:
URL should end with /pull/# where the # is the actual pull request number.

URL #1
https://github.com/AhmedCho/arc73-IT114-450/pull/6

Task #3 - Points: 1

Text: Waka Time (or related) Screenshot

Checklist *The checkboxes are for your own tracking

#	Points	Details
#1	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

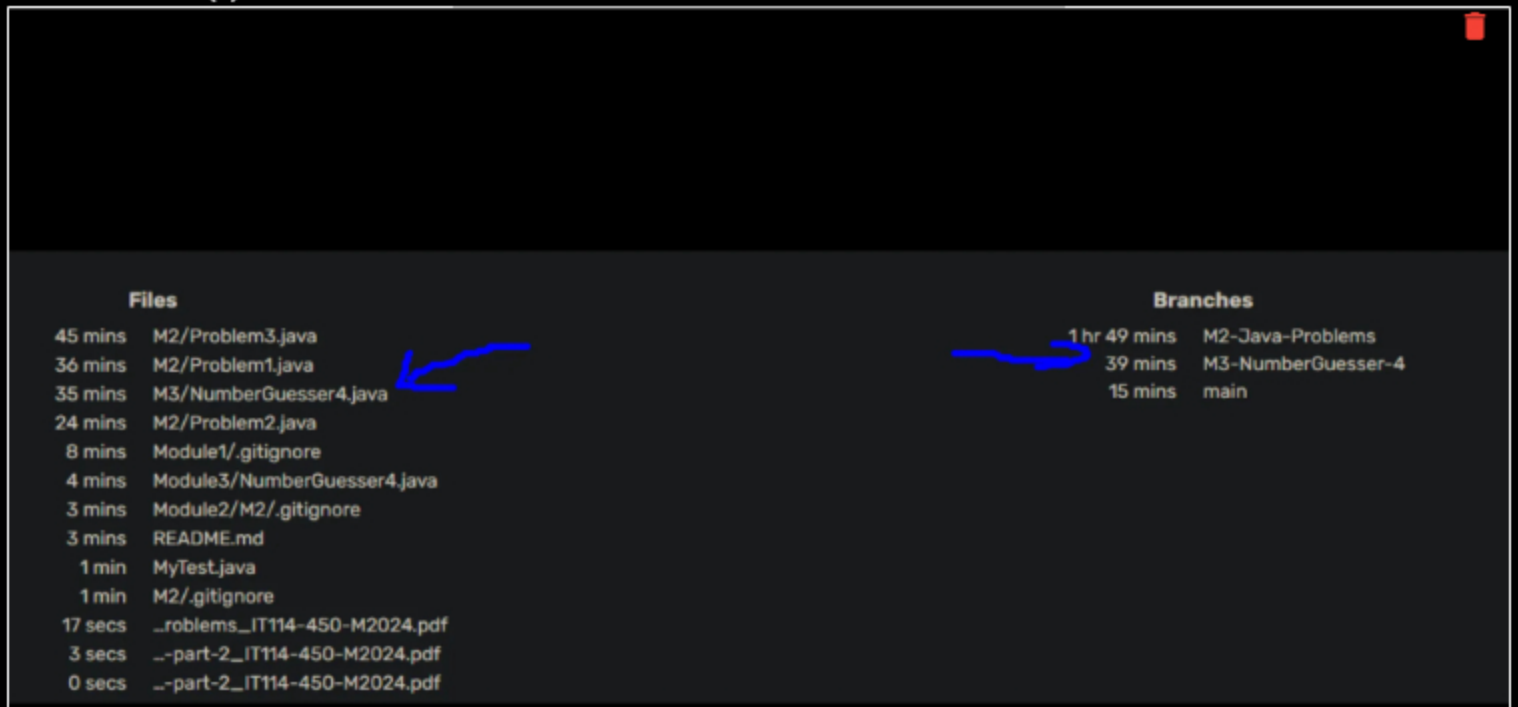
Task Screenshots:

Gallery Style: Large View

Small Medium Large

Time for overall

Checklist Items (0)



Showing individual file times. The arrow points to the file I was working on.

Checklist Items (0)

End of Assignment