Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-003-F2024/it114-module-3-number-guesser-4/grade/cae6

Course: IT114-003-F2024
Assigment: [IT114] Module 3 Number Guesser 4
Student: Chizorom E. (cae6)

Submissions:

Submission Selection

1 Submission [submitted] 9/30/2024 8:36:03 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

Group

Group: Implementation 1
Tasks: 1
Points: 4

COLLAPSE

Task

Group: Implementation 1
Task #1: Implementation Evidence
Weight: ~100%
Points: ~4.00

COLLAPSE

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.

Columns: 1

Sub-Task

Group: Implementation 1
Task #1: Implementation Evidence
Sub Task #1: Mention which option you picked and how you solved it

Task Response Prompt

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

Response:

Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level). I created a condition that checks if the number of wrong guesses made, is less than the max strikes-1 (too see if the strikes are less than 4). If they are less than 4 and the guess is less than the actual number, then it'll display higher. If the guess is greater, than it will display lower.

Sub-Task Group: Implementation 1

100%

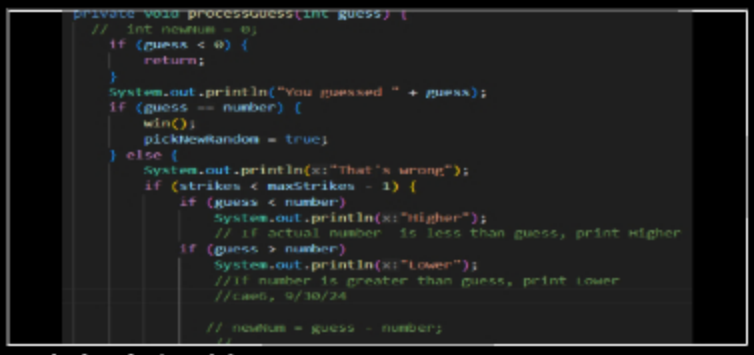
Task #1: Implementation Evidence

Sub Task #2: Add screenshots of the coded solution (ucid/date must be visible)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



```
private void processGuess(int guess) {
  //  int newNum = 0;
    if (guess < 0) {
        return;
    }
    System.out.println("You guessed " + guess);
    if (guess == number) {
        win();
        pickNewRandom = true;
    } else {
        System.out.println(x:"That's wrong");
        if (strikes < maxStrikes - 1) {
            if (guess < number)
                System.out.println(x:"Higher");
                // if actual number  is less than guess, print Higher
            if (guess > number)
                System.out.println(x:"Lower");
                //if number is greater than guess, print Lower
                //cam6, 9/30/24

            // newNum = guess - number;
```

Coded Solution (1)

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

100%

Group: Implementation 1

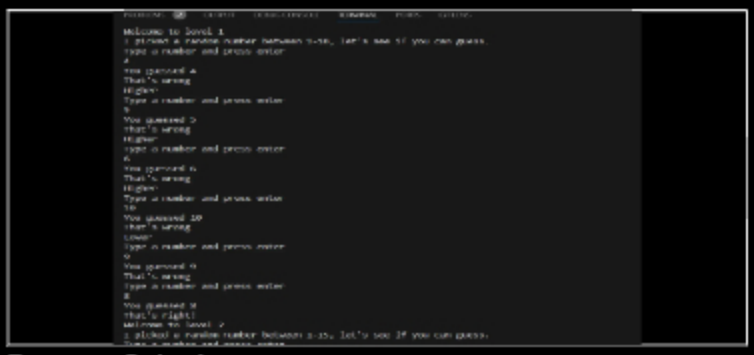
Task #1: Implementation Evidence

Sub Task #3: Show implementation working by running the program

Task Screenshots

Gallery Style: 2 Columns

4 2 1



```
Welcome to level 1
I picked a random number between 0-10, let's see if you can guess.
Type a number and press enter
4
You guessed 4
That's wrong
Higher
Type a number and press enter
5
You guessed 5
That's wrong
Higher
Type a number and press enter
6
You guessed 6
That's wrong
Higher
Type a number and press enter
10
You guessed 10
That's wrong
Lower
Type a number and press enter
9
You guessed 9
That's wrong
Type a number and press enter
8
You guessed 8
That's right!
Welcome to level 2
I picked a random number between 0-15, let's see if you can guess.
```

Program Output

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 1

End of Group: Implementation 1

Task Status: 1/1

Group

Group: Implementation 2

100%

Tasks: 1
Points: 4

COLLAPSE

Task

100%

Group: Implementation 2
Task #1: Implementation Evidence
Weight: ~100%
Points: ~4.00

COLLAPSE

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.

Columns: 1

Sub-Task

100%

Group: Implementation 2
Task #1: Implementation Evidence
Sub Task #1: Mention which option you picked and how you solved it

Task Response Prompt

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

Response:

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;

I created a new variable named NewNum which calculates the difference between the player guess and the number in order to determine how far away the player is from the number. If Newnum is less than or equal to 2 it'll display Hot, if it is less than or equal to 5 , it'll display Warm and if it is less than or equal to 10 it will display Cold.

Sub-Task

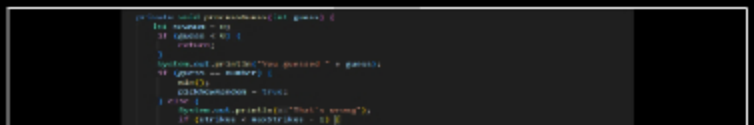
100%

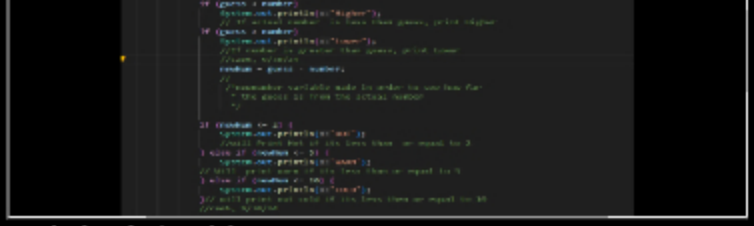
Group: Implementation 2
Task #1: Implementation Evidence
Sub Task #2: Add screenshots of the coded solution (ucid/date must be visible)

Task Screenshots

Gallery Style: 2 Columns

4 2 1





Coded Solution (4)

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

Sub-Task

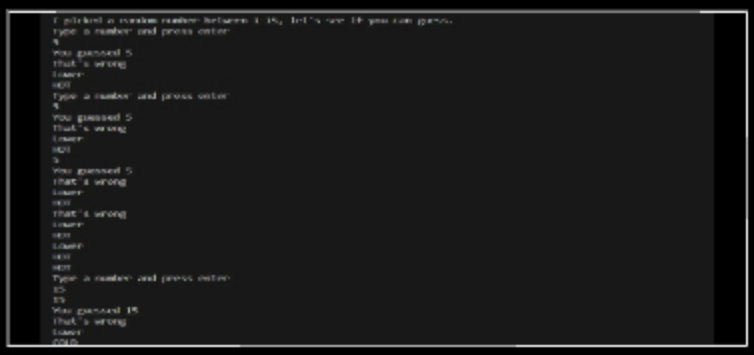
100%

Group: Implementation 2
Task #1: Implementation Evidence
Sub Task #3: Show implementation working by running the program

Task Screenshots

Gallery Style: 2 Columns

4 2 1



Program Output

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 1

End of Group: Implementation 2
Task Status: 1/1

Group

100%

Group: Misc
Tasks: 3
Points: 2

COLLAPSE

Task

100%

Group: Misc
Task #1: Reflection
Weight: ~33%
Points: ~0.67

COLLAPSE

Sub-Task

100%

Group: Misc
Task #1: Reflection
Sub Task #1: Learn anything new? Face any challenges? How did you overcome any issues?

Task Response Prompt

Provide at least a few logical sentences

Response:

I had a few challenges with the 4 because it wasn't displaying hot, cold, or warm but I was able to fix it.

End of Task 1

Task

100%

Group: Misc
Task #2: Pull Request URL
Weight: ~33%
Points: ~0.67

COLLAPSE

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

Task URLs

URL #1
https://github.com/Cae6/cae6-IT114-003/pull/5

URL
https://github.com/Cae6/cae6-IT114-003/pull/5

End of Task 2

Task

100%

Group: Misc
Task #3: Waka Time (or related) Screenshot
Weight: ~33%
Points: ~0.67

COLLAPSE

Checklist

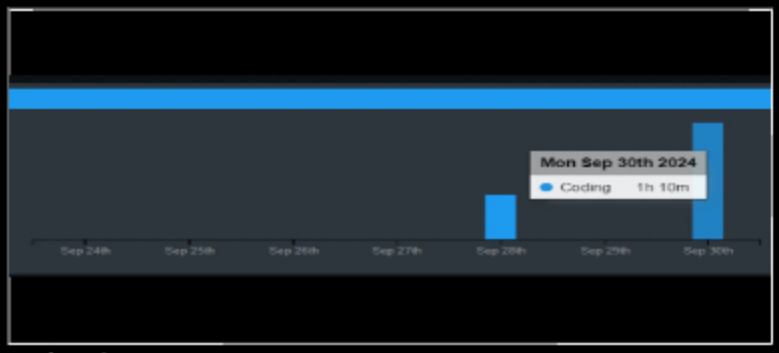
*The checkboxes are for your own tracking

#	Details
☐ #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: 2 Columns

4 2 1



Waka Time

End of Task 3

End of Group: Misc
Task Status: 3/3

End of Assignment