



**T1A3**

# **RUBY TERMINAL APP**

**Ellie Ramanlal**

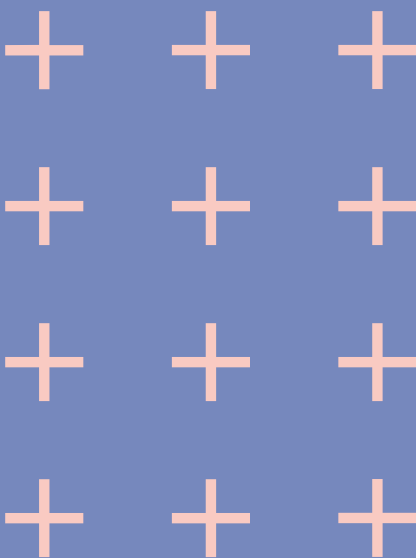


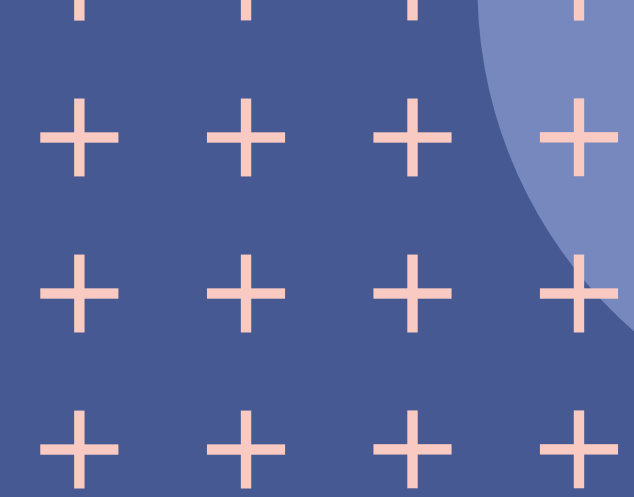
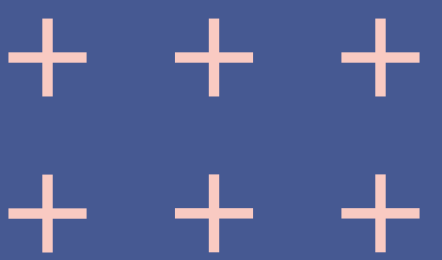
# OVERVIEW

**01** Application and its features

**02** Overview of code for the Application

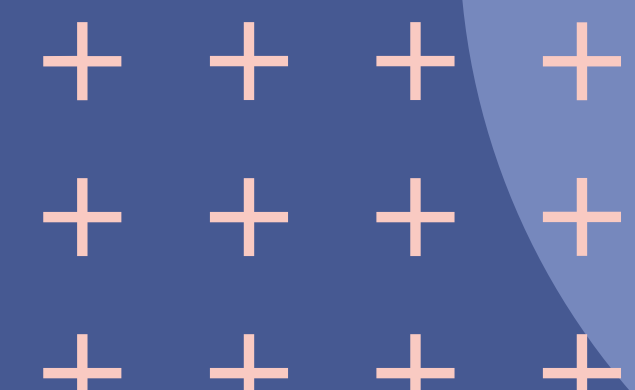
**03** Review of development process





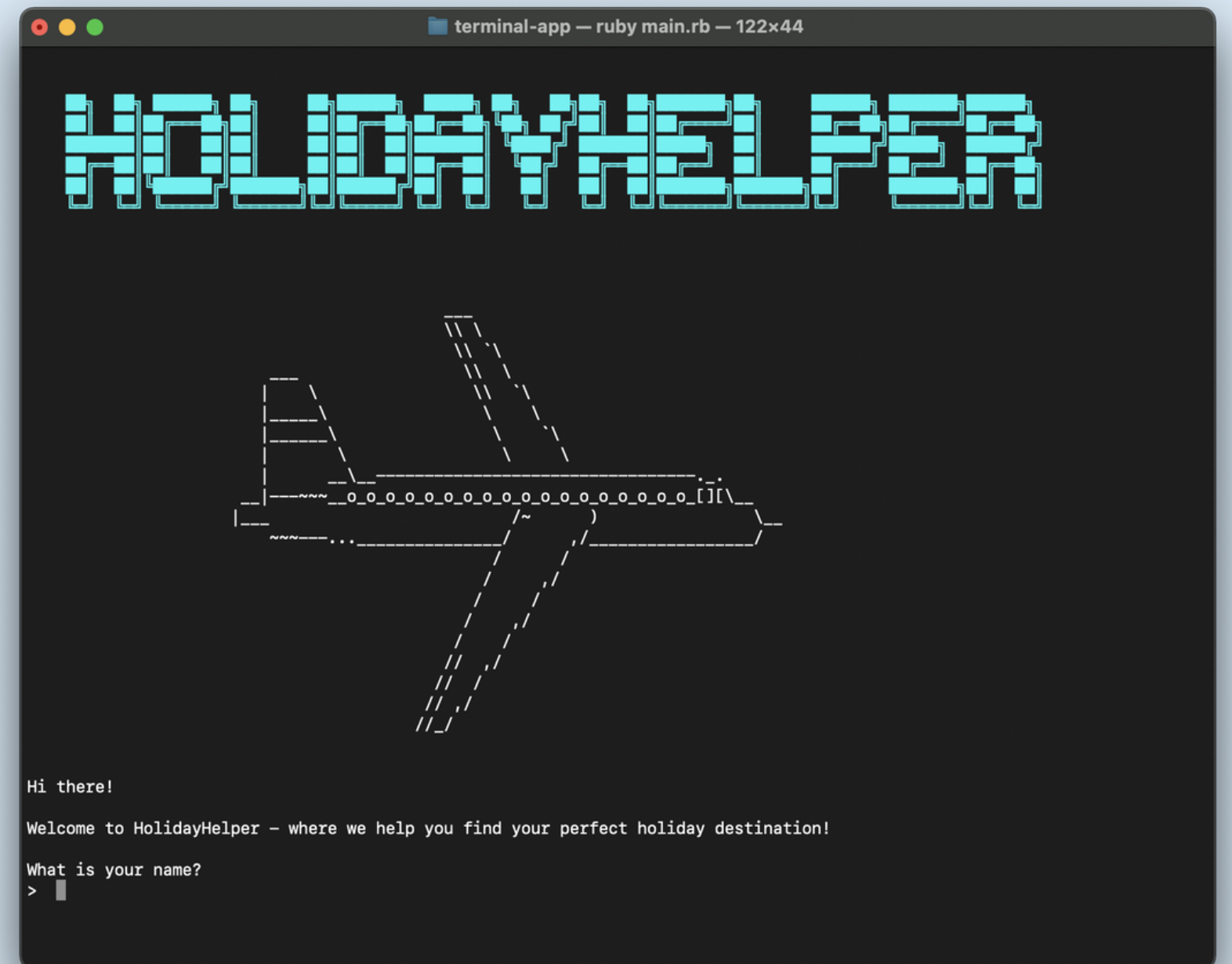
# APPLICATION AND ITS FEATURES

01



# HolidayHelper

An application that is designed to assist the user to find inspiration for their next holiday.



# Features

The application has 3 main features:

## 1 Holiday destination quiz

This allows the user to answer a set of questions, and the program will output a destination recommendation based on the user's answers to these questions

## 2 Random destination generator

This allows the user to view a randomly generated city

## 3 View previous destinations

When the user gets a recommended or randomly generated destination, they are able to save it to a log of destinations which they can refer to later.

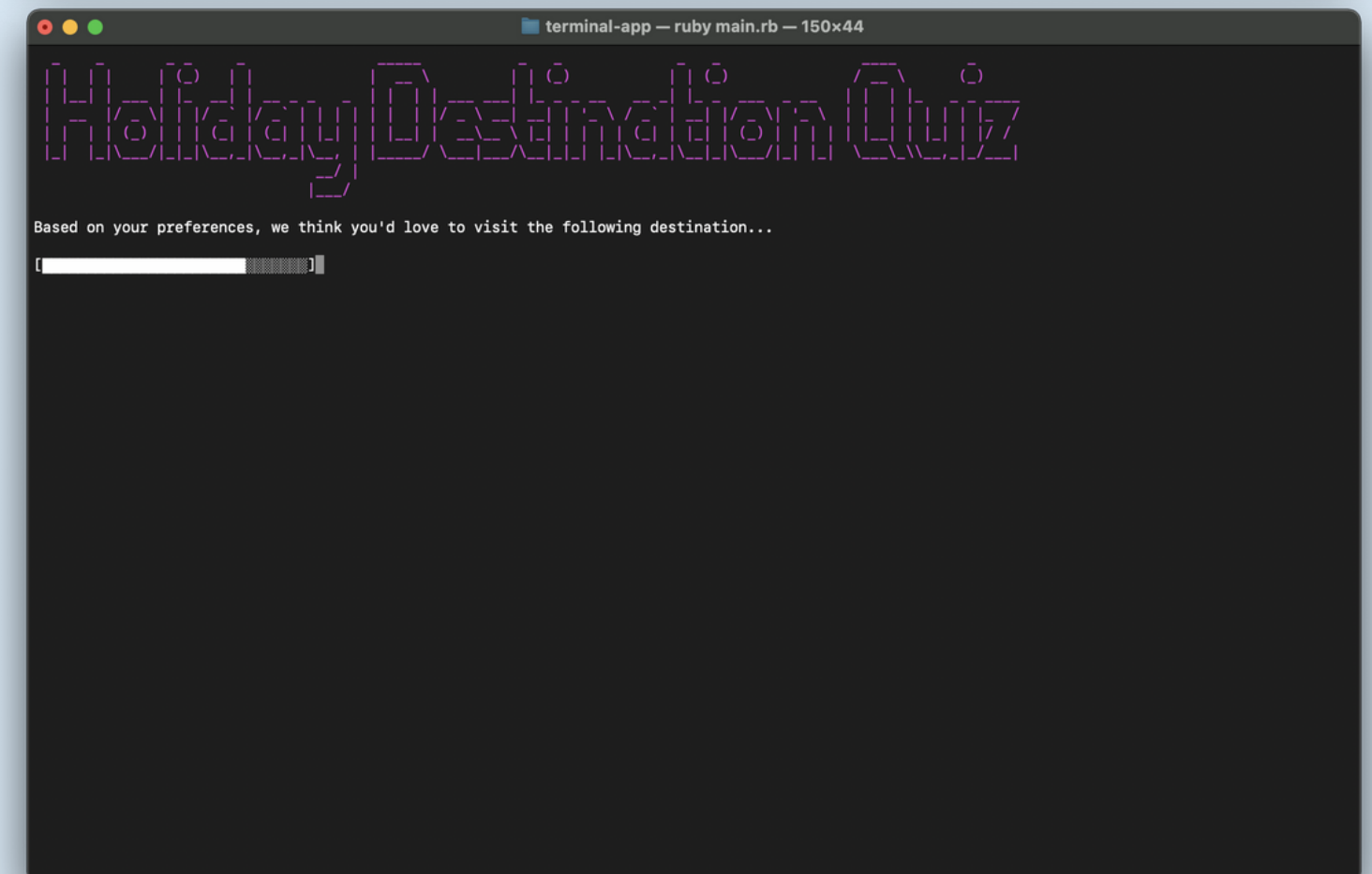
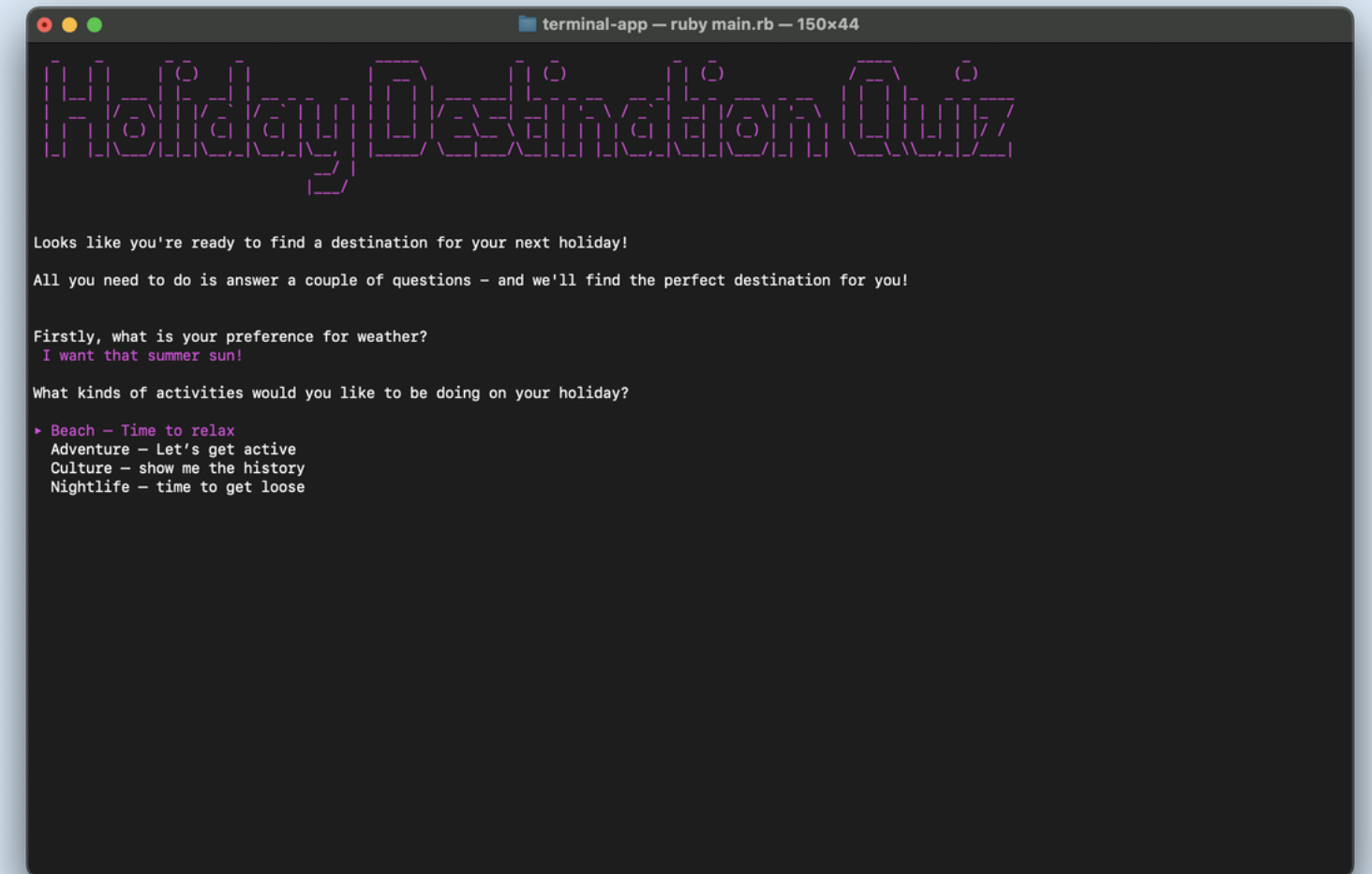


Each of these features are accessible from the main menu

# 1 Holiday destination quiz

## HOW IT WORKS

## OVERVIEW OF CODE

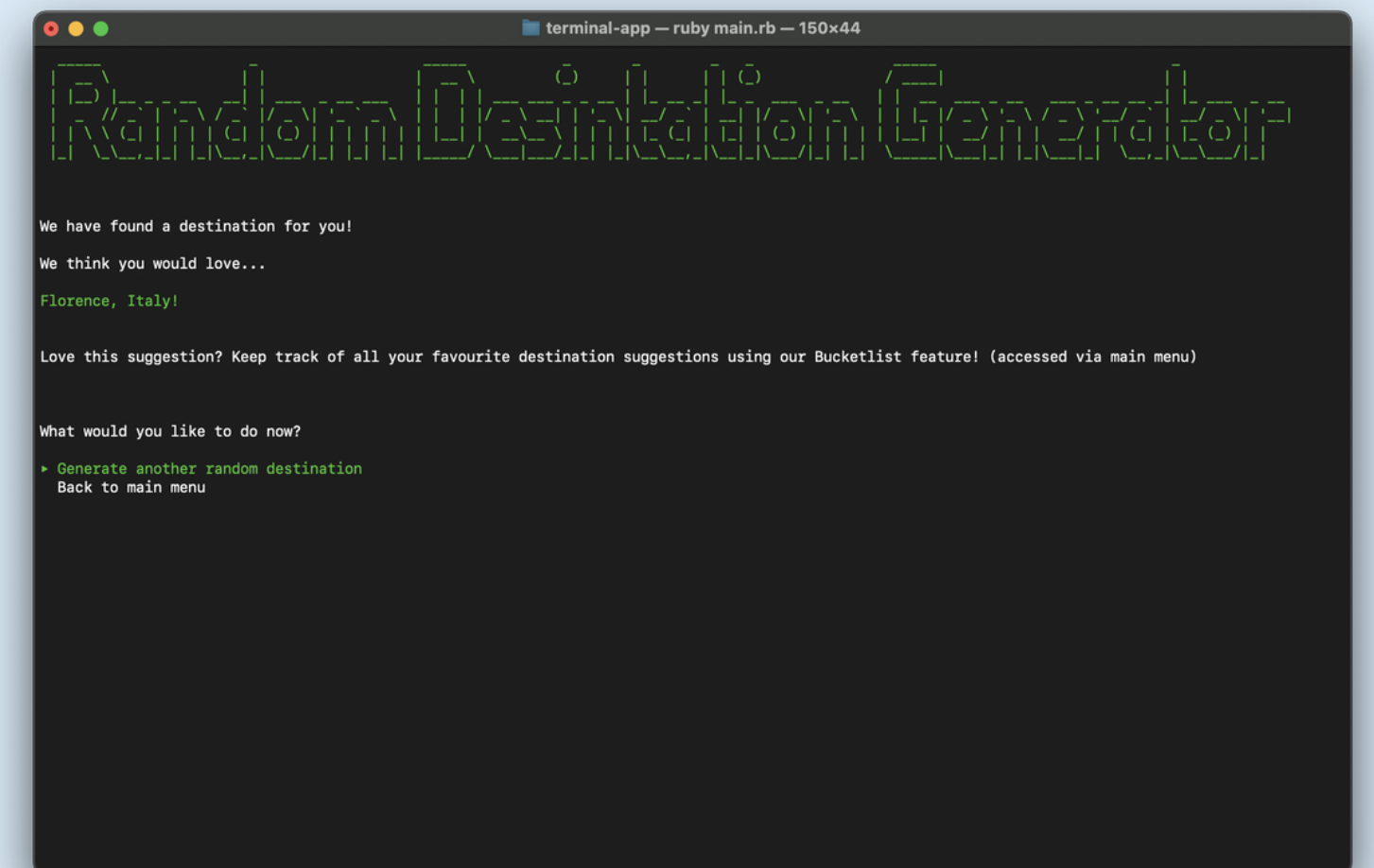
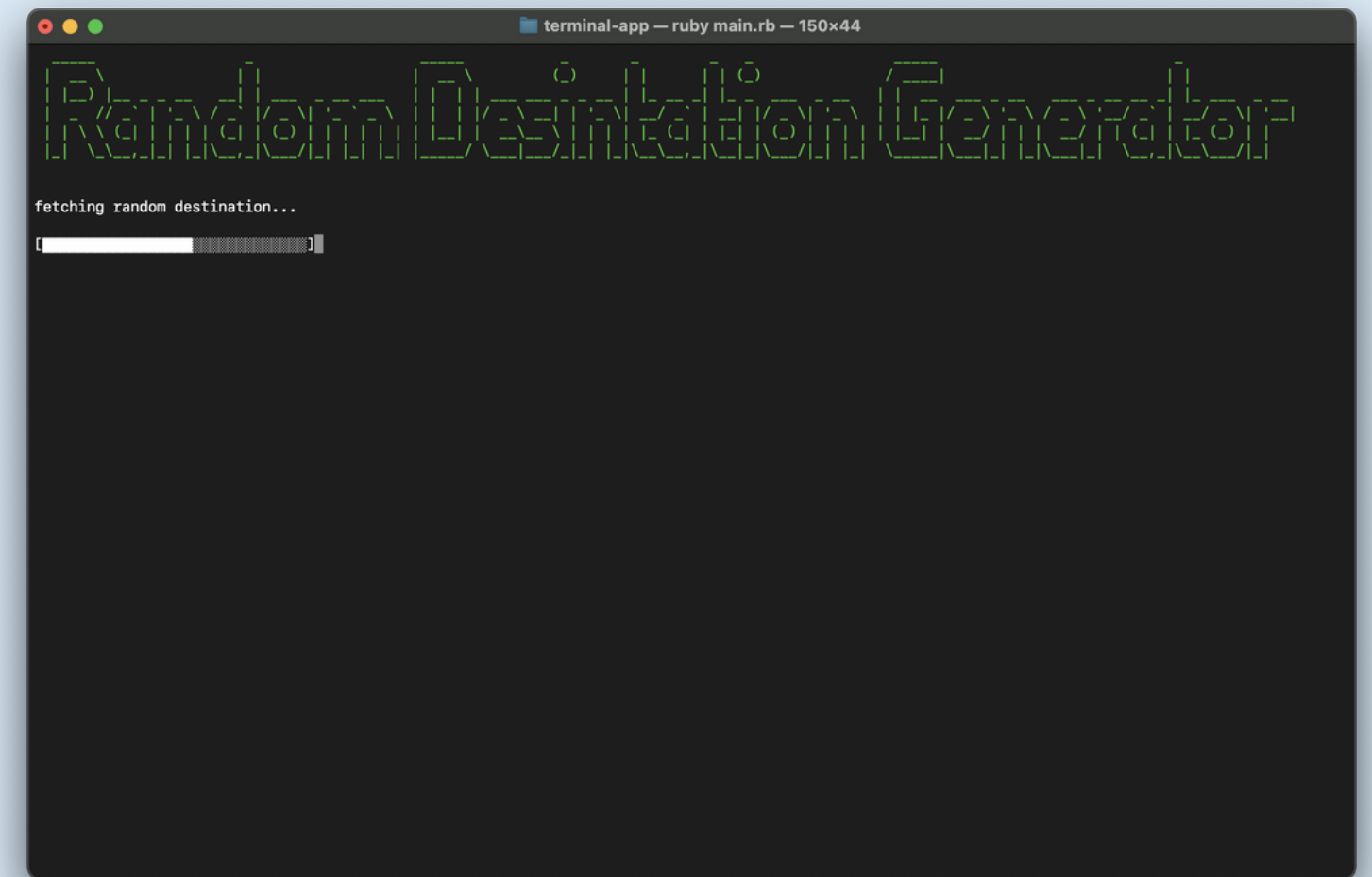


# Random Destination Generator

## HOW IT WORKS

- Users can navigate to this feature by selecting *Random Destination Generator* on the main menu
- From here, the program will fetch a random city and print it to the screen

## OVERVIEW OF CODE





# 3 Bucketlist

## HOW IT WORKS.

- Users can navigate to this feature by selecting *View/Edit Bucketlist* on the main menu
- Here, they will have the option to either view their bucketlist, add to their bucketlist or remove destinations from their bucketlist.
- If the user hasn't already created a bucketlist, the program will create a new txt file which the user can then add destinations to, view, and even remove destinations from.

## OVERVIEW OF CODE

- The program will use txt files for this bucketlist feature. The program will check if the user has an existing file, if not it will create one for the user. Users can then add new destinations to an array, and the program will write these destinations to the txt file

```
terminal-app — ruby main.rb — 92x31

Bucketlist

What would you like to with your bucketlist?
(Press ↑/↓ arrow to move and Enter to select)
▶ View my bucketlist
  Add destination to bucketlist
  Remove destination from bucketlist
  Back to main menu
```

```
terminal-app — ruby main.rb — 92x31

Bucketlist

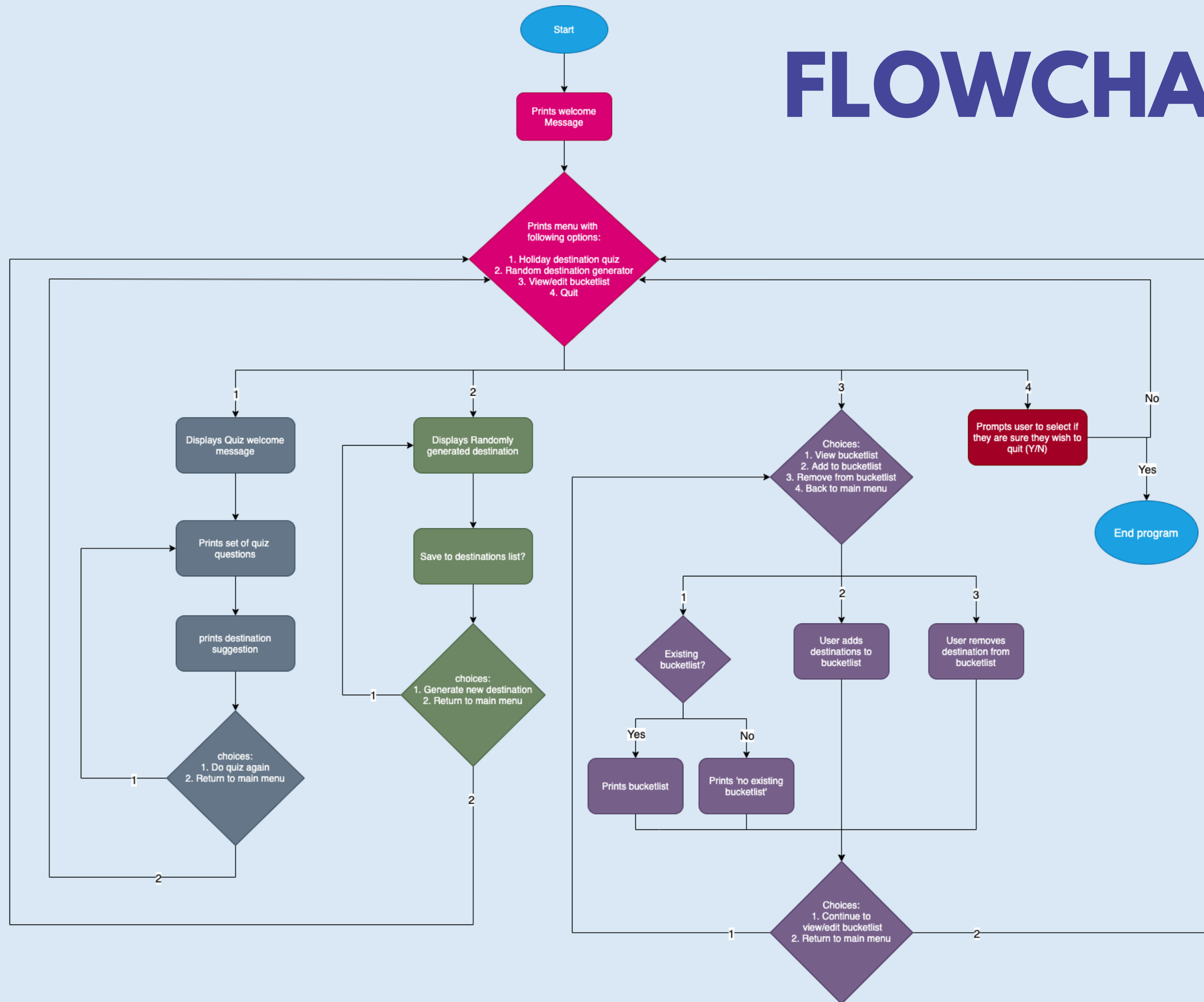
Ellie's bucketlist of destinations:

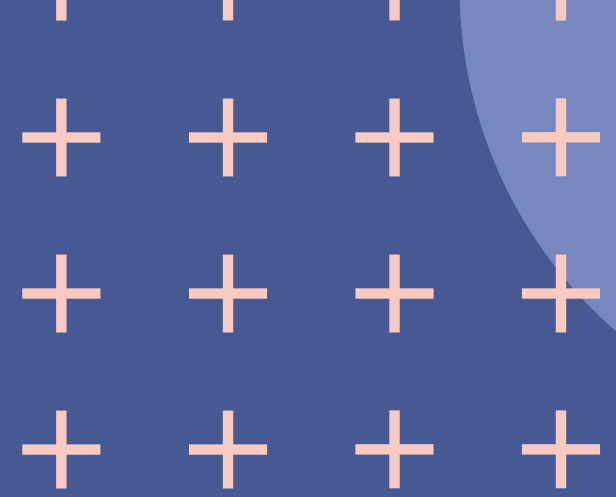
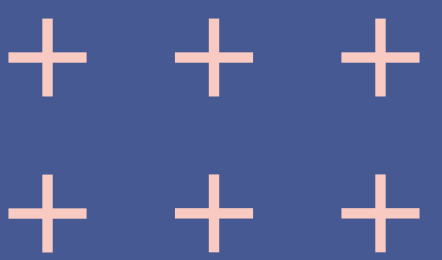
1. spain

What would you like to do now?
▶ Continue to view/edit bucketlist
  Back to main menu
```



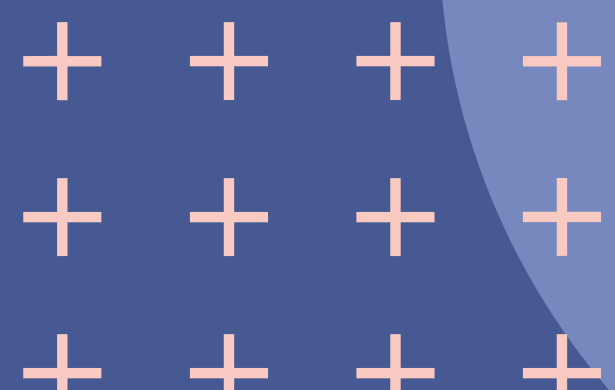
# FLOWCHART





# OVERVIEW OF CODE

02



# BRIEF OVERVIEW OF CODE

## CLASSES

I used three main classes to build my program

- quiz.rb
- generator.rb
- log.rb

**GEMS**

- # 1. Artii

# Holiday Destination Quiz

- ## 2. tty-prompt

```
What kinds of activities would you like to be doing on your holiday?
```

- ▶ Beach – Time to relax
- Adventure – Let's get active
- Culture – show me the history
- Nightlife – time to get loose

- ### 3. tty-progressbar

- ### 3. colorize

```
We think you would love...  
Budapest,Hungary!
```



# REVIEW OF DEVELOPMENT PROCESS

# 03

# REVIEW OF DEVELOPMENT PROCESS

1

## CHALLENGES



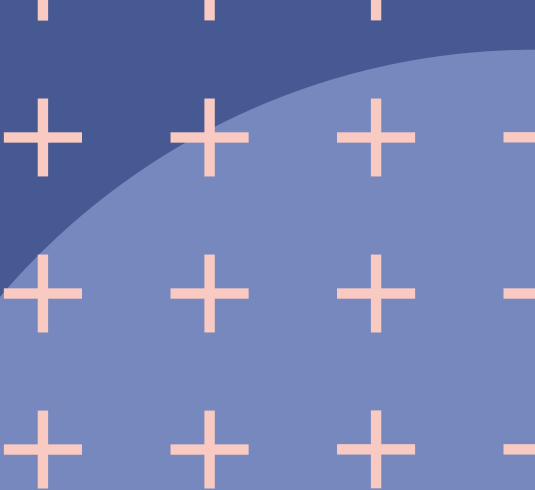
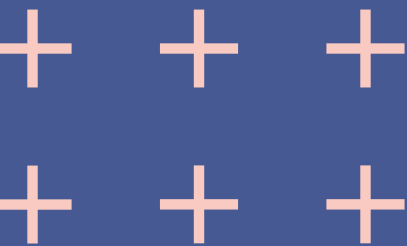
- Figuring out how to put together an entire program proved to be quite a challenge, especially as I'm not overly comfortable with Ruby yet, and finding a starting point for this project ended up being quite difficult for me.
- It was oftentimes frustrating putting my app together as things wouldn't work the way I wanted them to, and it would be very time consuming to solve such problems.

2

## FAVOURITE PARTS



- The most exciting parts of these assignments are when things finally work the way you want them to, as there is nothing more satisfying than being able to finally fix an issue in your program, and getting it to successfully work the way you intended.
- I'm super proud of what I've managed to achieve during the course of this assignment and the final product of my app - especially considering how much I had struggled when first starting this assignment



THANK YOU

