vim Driver.java

```java
/*

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Driver.java -> Tamagotchi simulator written in Java

*/

import java.util.Scanner;
import java.text.MessageFormat;

public class Driver {
        public static void clear_screen() {
                System.out.print("\033[H\033[2J");
                System.out.flush();
        }
        public static void main(String[] args){
                // Auto generated with caffine and bluetooth.service

                // get pet name
                Scanner stdin = new Scanner(System.in);
                System.out.print("Enter a name for your pet kitten: ");
                String name = stdin.nextLine();

                // create the kitten
                Kitten kitty = new Kitten(name);
                clear_screen();

                // options here are treated as an ENUM
                int option = 0;
                System.out.println(MessageFormat.format("{0} was born!\n", name));

                String main_menu = "Main Menu:\n0. Feed\n1. Wash\n2. Play\n3. Heal\n4. Quit";
                String message = "";

                // main body of the program
                while (true){
                        if(message.length() >= 1){ System.out.println(message); }

                        // option menu and pet's statistics
                        kitty.show_stats();
                        System.out.println();
                        System.out.println(main_menu);
                        System.out.print("Option: ");


                        option = stdin.nextInt();
                        switch(option){
                                // feed
                                case 0:
                                        kitty.feed();
                                        // these statements give the program a sense of randomness
                                        if(Math.random() < 0.5) { message = MessageFormat.format("{0} jumps with joy as you give her the sardines!", name); }
                                        else { message = MessageFormat.format("{0} gobbles down the carrots you gave her", name); }
                                        break;
                                // wash
                                case 1:
                                        kitty.wash();
                                        if(Math.random() < 0.5){ message = MessageFormat.format("{0} ran around the house before she got into the bath", name); }
                                        else { message = MessageFormat.format("{0} is reluctant to get into the tub for a cleaning but does it anyways", name); }
                                        break;
                                // play
                                case 2:
                                        kitty.play();
                                        if(Math.random() < 0.5){ message = MessageFormat.format("{0} chased it's tail", name); }
                                        else { message = MessageFormat.format("{0} plays with the ball of yarn", name); }
                                        break;
                                // health
                                case 3:
                                        kitty.heal();
                                        if(Math.random() < 0.5){ message = MessageFormat.format("{0} hissed at you when you held her down to get a shot", name); }
                                        else { message = MessageFormat.format("{0} meows indignantly when put in the kennel so she can be taken to the vet", name); }
                                        break;
                                // quit
                                case 4:
                                        System.exit(0);
                                        break;
                                // stats

                                default:
                                        kitty.show_stats();
                                        break;
                        }
                        // each times the loop completes, the cat get's one year older
                        kitty.cake_day();
                        clear_screen();
                }

        }
}
```

vim Kitten.java

```java
/*

Jared Dyreson
CWID: 889546529
Kitten.java -> Kitten/Pet class for the Tamagotchi simulator

*/

import java.text.MessageFormat;

public class Kitten {
        private String name_;
        private int cleanliness_ = rng(1, 10), health_ = rng(1, 10), hunger_ = rng(1, 10), age = 0, happiness_ = rng(1, 10);

        public Kitten(String name){
                this.name_ = name;
        }
        public int rng(int floor, int celing){
                return (int)(Math.random()*((celing-floor)+1))+floor;
        }

        public void feed(){ hunger_-=1; }
        public void wash(){ cleanliness_+=1; }
        public void heal(){ health_+=1; }
        public void play(){ happiness_+=1; }
        public void cake_day(){
                if(age >= 10){
                        System.out.println(MessageFormat.format("{0} died of old age", name_));
                        System.exit(1);
                }
                age+=1;
        }

        public void show_stats(){
                // Java, I swear to God just format the string, it's not that hard
                String message = java.text.MessageFormat.format("Name: {0}\nHealth: {1}\nCleanliness: {2}\nHunger: {3}\nAge: {4}\nHappiness: {5}", name_, health_, cleanliness_, hunger_, age, happiness_);
                System.out.println(message);
                // Research says that if you berate your compiler, it will eventually submit to you
        }

}
```

```
Enter a name for your pet kitten: Lily_
```

```
Lily was born!

Name: Lily
Health: 6
Cleanliness: 10
Hunger: 7
Age: 0
Happiness: 2

Main Menu:
0. Feed
1. Wash
2. Play
3. Heal
4. Quit
Option: _
```

```
Lily plays with the ball of yarn
Name: Lily
Health: 6
Cleanliness: 10
Hunger: 7
Age: 1
Happiness: 3

Main Menu:
0. Feed
1. Wash
2. Play
3. Heal
4. Quit
Option: _
```

```
Lily jumps with joy as you give her the sardines!
Name: Lily
Health: 6
Cleanliness: 10
Hunger: 6
Age: 2
Happiness: 3

Main Menu:
0. Feed
1. Wash
2. Play
3. Heal
4. Quit
Option: _
```

```
Lily ran around the house before she got into the bath
Name: Lily
Health: 6
Cleanliness: 11
Hunger: 6
Age: 3
Happiness: 3

Main Menu:
0. Feed
1. Wash
2. Play
3. Heal
4. Quit
Option: _
```

```
Lily gobbles down the carrots you gave her
Name: Lily
Health: 6
Cleanliness: 11
Hunger: -1
Age: 10
Happiness: 3

Main Menu:
0. Feed
1. Wash
2. Play
3. Heal
4. Quit
Option: 0
Lily died of old age

Press ENTER or type command to continue_
```