



Java Basics Mad Libs

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jGrasp

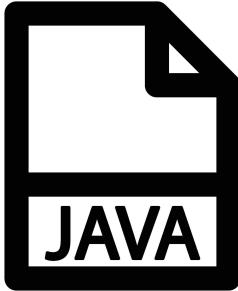
jGrasp is required to use this code



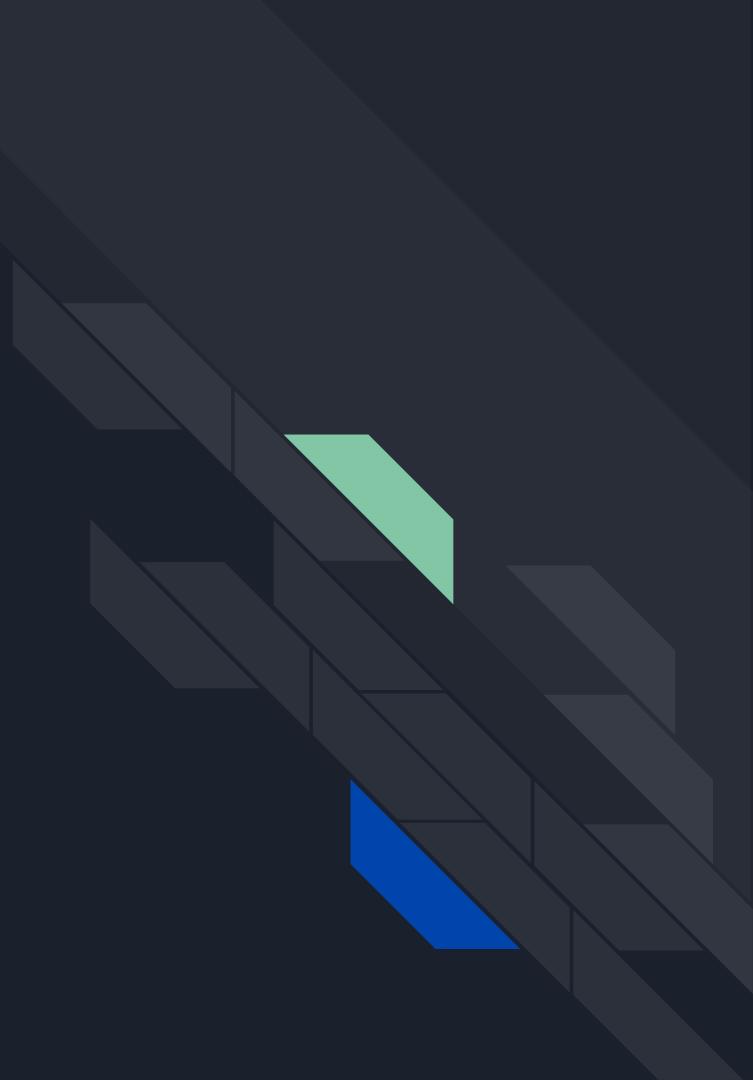


Basic Rules

1. Always end a line with a semicolon unless otherwise noted
2. Always put a print statement in quotation marks
3. If you get an error, look at what and where it says is wrong
4. Ask for help if you need it
5. Have fun!



Important Keywords





Scanner

The Scanner method allows you to interact with the code as a user, which lets you share your madLibs with other people!



//

The // simply cuts off what is to the right of the slashes and the code doesn't read it. This can be used to make comments you don't want displayed.

Variables

Allows for different values to be used

Ex.

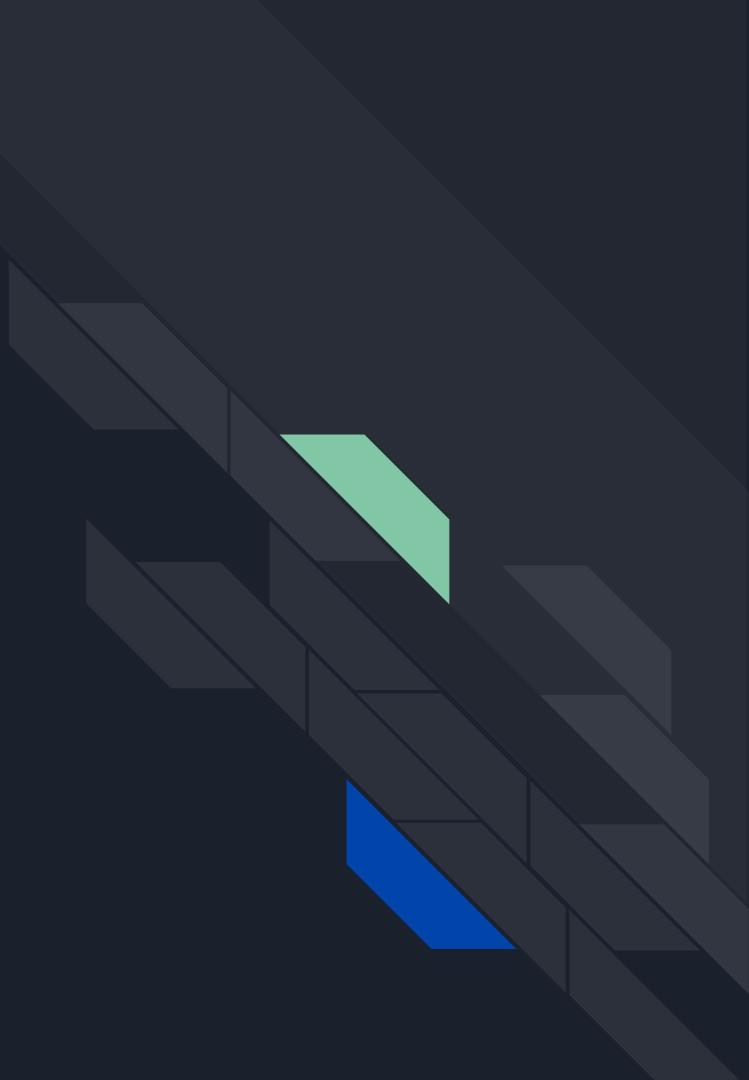
int x = 3;

double example2 = 6.7;

String words = "java is fun";

Variable Types

Setting Up / Writing Code





Set Up

```
import java.util.Scanner;  
  
public class madLibs {  
  
    public static void main(String[] args) {  
  
        Scanner kb = new Scanner(System.in);  
  
        //your code will go here  
  
    }  
  
}
```



Adding Variables

To add a noun, verb or adjective, you want to use the ‘String’ type.

```
String verb1 = “”;
```

```
String noun1 = “”;
```

```
String noun4053 = “”;
```



Adding Variables Cont.

To add a whole number, you need the 'int' type

```
int num1 = 0;
```

```
int num2 = 0;
```



Adding Variables Cont.

To add a decimal, you need the 'double' type

```
double fullNum1 = 54.3;
```

```
double fullNum2 = 2.5;
```



Printing a Statement

To print a statement, follow this format:

```
System.out.println("Enter your words here");
```

```
System.out.println("Please enter a verb: ");
```

INTERACTING WITH THE CODE



VERY IMPORTANT

To allow for entering an 'int' you **MUST**
follow this format!

whatever your variable name is = kb.nextInt();

INTERACTING WITH THE CODE



VERY IMPORTANT

To allow for entering a 'double' you **MUST**
follow this format!

whatever your variable name is = kb.nextDouble();

INTERACTING WITH THE CODE

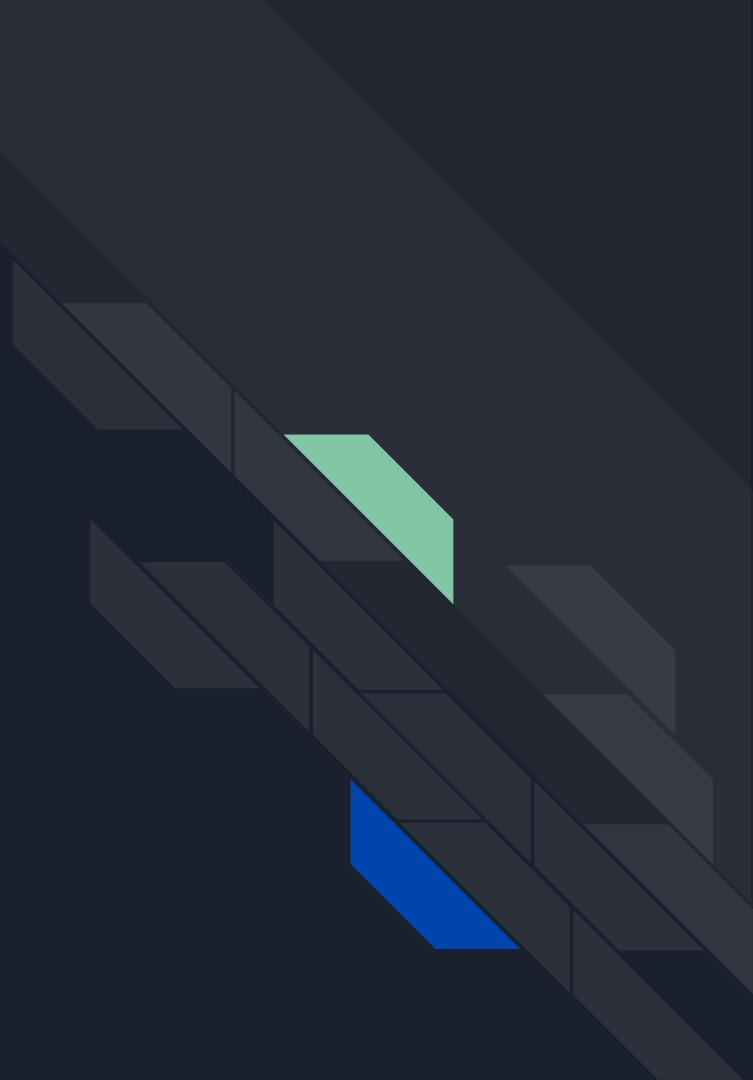


VERY IMPORTANT

To allow for entering a 'String' you **MUST**
follow this format!

whatever your variable name is = kb.next();

Creating the Story





Mixing Print and Variables

'+' allows to combine variables and print statements.

```
System.out.println("hi my name is " + name1);
```

hi my name is bobby //assuming bobby is name1



Multiple Print Statements

Try not to use one long line for all of your story!
Use System.out.println("your print"); multiple
times to allow for easier reading!



HELP?

If you need help, feel free to raise your hand and one of us will come around shortly to help you!