

PROJECT -3

1)JAVA LIBS PRACTICE:

You may accept user any number of ways, including a JOptionPane, or Scanner input from the console. However, choose only one method. Don't use multiple methods of accepting input. Similarly, if you use JOptionPane to get input, use JOptionPane to show the resulting story. When you output your story, make sure your all your text is visible at the same time. It's not ok for text to be too long for your computer screen or output window. Your story will need to be spread across several lines instead of being printed in one giant line of output. This helps keep your output clean and your program more user friendly.

It's ok for your program to crash if the user inputs inappropriate data. In other words, It's ok if your program crashes because you've expected the user to input a number, when they've instead input a String. We'll cover exception handling later in the course.

Your program must also do the following:

- Accept at least 1 input, to be parsed as a String
- Accept at least 1 input, to be parsed as an int
- Accept at least 1 input, to be parsed as a double
- Use at least 1 input in a question for the user
- Do math with at least 1 int input
- Do math with at least 1 double input
- Accept at least 10 total inputs

CODE:

```
import javax.swing.JOptionPane;

public class JavaLibsPractice {

    public static void main(String[] args) {
        // Prompt user for inputs using JOptionPane
        String name = JOptionPane.showInputDialog(null, "Enter a name:");
        int age = Integer.parseInt(JOptionPane.showInputDialog(null, "Enter an age:"));
        double temperature = Double.parseDouble(JOptionPane.showInputDialog(null, "Enter a
temperature (in Celsius):"));
        String city = JOptionPane.showInputDialog(null, "Enter a city:");
        String adjective = JOptionPane.showInputDialog(null, "Enter an adjective:");
        String verb = JOptionPane.showInputDialog(null, "Enter a verb:");
        int number = Integer.parseInt(JOptionPane.showInputDialog(null, "Enter a number:"));
        double amount = Double.parseDouble(JOptionPane.showInputDialog(null, "Enter an amount:"));
        String animal = JOptionPane.showInputDialog(null, "Enter an animal:");
        String food = JOptionPane.showInputDialog(null, "Enter a food:");

        // Perform calculations with inputs
        int doubleNumber = number * 2;
        double tripleAmount = amount * 3;

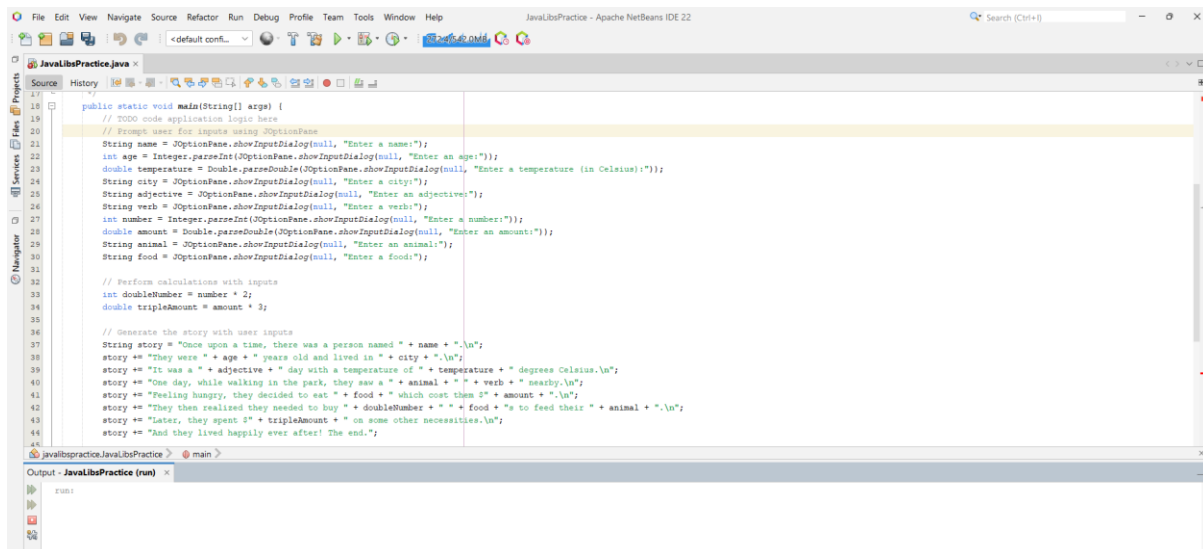
        // Generate the story with user inputs
        String story = "Once upon a time, there was a person named " + name + ".\n";
```

```

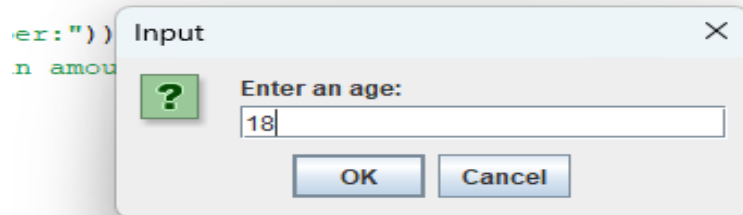
story += "They were " + age + " years old and lived in " + city + ".\n";
story += "It was a " + adjective + " day with a temperature of " + temperature + " degrees
Celsius.\n";
story += "One day, while walking in the park, they saw a " + animal + " " + verb + " nearby.\n";
story += "Feeling hungry, they decided to eat " + food + " which cost them $" + amount + ".\n";
story += "They then realized they needed to buy " + doubleNumber + " " + food + "s to feed their
" + animal + ".\n";
story += "Later, they spent $" + tripleAmount + " on some other necessities.\n";
story += "And they lived happily ever after! The end.";

// Display the story using JOptionPane
JOptionPane.showMessageDialog(null, story);
}
}

```



USER INPUT:



OUTPUT:

