

Assignment

Part 1

A Poem

- Write a Java program that will display the following poem on the screen. Use a variable called *username* to store the user's name. Ask the user to input a value for *username*.
- The program given is an example of how to read input

```
import java.util.*;
import java.lang.*;
import java.io.*;
class Test {
    public static void main( String [ ] args )
    {
        System.out.println("What is your name?");
        Scanner in = new Scanner(System.in);
        String name = in.next();
        System.out.println("Welcome to the world of app
development " + name + ". I hope you enjoy it." );
    }
}
```

My student _____,
standing proud,
is a fine example for the crowd.

Assignment(s)

Guessing game

- Modify the guessing game so that the user can keep entering numbers until he/she guesses the number.

```
import java.util.Math;
import java.util.Scanner;
public class GuessingGame {
    public static void main(String[] args) {
        Random random = new Random();
        Scanner scanner = new Scanner(System.in);

        int number = Math.random() * 100 + 1;
        System.out.print("Enter your guess: ");
        guess = scanner.nextInt();
        if (guess < number) {
            System.out.println("Guess was too low");
        } else if (guess > number) {
            System.out.println("Guess was too high");
        } else {
            System.out.println("Correct, the number was " + number);
        }
    }
}
```

Assignment(s)

Fortune Teller

- Write a "Fortune Teller" Java program where you will ask the users to enter their name and then you will give them their fortune.
- The fortune should be a string chosen at **random** from an array of strings that you create manually.
- Example:

```
Enter your name:
```

```
Dr. Zavala
```

```
Here is your fortune Dr. Zavala:
```

```
Buy lottery today. You will be lucky
```