

User Input

Your Tasks (Mark these off as you go)

- ☐ Write a class to accept user input
- ☐ Write a dice simulator
- ☐ Write a swap algorithm
- ☐ Create a partial Mad Libs game
- ☐ Receive credit for this lab guide

☐ Write a class to accept user input

Consider a class file called `UserInput` which can accept user input from the user using a `Scanner`. In the space below, write the `UserInput` class. The class should include the required imports and declare and initialize a new `Scanner` object.

☐ Write a dice simulator

Using the `Scanner` you declared above write code that could be used to prompt the user for two integers between 4 (inclusive) and 12 (inclusive). The numbers provided correspond to the number of sides on a given die. Now, write code that could be used to simulate the dice being rolled. Below is sample output,

Input for die 1	Input for die 2	Output
5	10	You rolled a 3 and a 10
4	6	You rolled a 4 and a 1
8	12	You rolled a 4 and a 6

□ Write a swap algorithm

Using the Scanner you declared above write code that could be used to prompt the user for two integers between 0 and 100 (inclusive). The first number should be assigned to an `int` variable type `a`, and the second to an `int` variable type `b`. Now, write code that could be used to swap the values and print the result to the console. Below is sample output.

int a	int b	Output
5	10	The value of a is 10, the value of b is 5
4	6	The value of a is 6, the value of b is 4
80	12	The value of a is 12, the value of b is 80

□ Create a partial Mad Libs game

Mad Libs is a phrasal template word game where one player prompts the other for a list of words to substitute for blanks in a story, before reading the – often comical or nonsensical – story aloud. Consider the following example,

" _____! he said _____ as he jumped into his convertible
exclamation *adverb*
_____ and drove off with his _____ wife."
noun *adjective*

Beneath each blank is specified a category, such as "noun", "verb", "place", "celebrity," "Exclamation" or "part of the body".

Write code that could be used to prompt the user for at least 5 pieces of information. The information you collect, must include the following data types: String, int, double

☐ **Receive Credit for this lab guide**

Submit this portion of the lab to Pluska to receive credit for the lab guide. Once received, your completed code challenges will also be graded and will count towards your final lab grade.