

Submission Worksheet

CLICK TO GRADE

<https://learn.ethereallab.app/assignment/IT114-005-F2024/it114-module-3-number-guesser-4/grade/kr553>

Course: IT114-005-F2024

Assignment: [IT114] Module 3 Number Guesser 4

Student: Kush R. (kr553)

Submissions:

Submission Selection

1 Submission [submitted] 9/30/2024 6:34:57 PM

Instructions

^ COLLAPSE ^

Overview Video: <https://youtu.be/ej6lWrg9XjE>

1. Create the below branch name
2. Implement the NumberGuess4 example from the lesson/slides
 1. <https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f>
 2. Add/commit the files as-is from the lesson material (this is the base template).
 3. Push the changes to the HW branch and create a pull request to keep open until this assignment is done
3. Pick two (2) of the following options to implement
 1. Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
 2. Implement anti-data tampering of the save file data (reject user direct edits)
 3. Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
 4. Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
 5. Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
 6. Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
4. Fill in the below deliverables
5. Save changes and export PDF

6. Git add/commit/push your changes to the HW branch
7. Create a pull request to main (if not done so before)
8. Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
9. Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Group



Group: Implementation 1

Tasks: 1

Points: 4

^ COLLAPSE ^

Task



Group: Implementation 1

Task #1: Implementation Evidence


Weight: ~100%

Points: ~4.00

^ COLLAPSE ^

Details:

Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem. 

Columns: 1

Sub-Task



Group: Implementation 1

Task #1: Implementation Evidence

Sub Task #1: Mention which option you picked and how you solved it

≡ Task Response Prompt

Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

i have choosed two options first on is difficulty selector and other one is giving hint to user after certain strikes.

so i have started with user input for easy medium or hard for the difficulty and passed that through setmaxstrikes with some conditions if it is easy then max strikes is 10 if medium then maxstrikes is 5 and if hard then max strikes is 3. if user didnt enter anything then default will be medium and even if user entered any other thing.

100%

Task Screenshots

Gallery Style: 2 Columns

4

2

1

```

100 public void start() {
101     try {
102         // Get user input for difficulty
103         System.out.println("Enter difficulty (easy, medium, or hard):");
104         String input = scanner.nextLine();
105         // Validate input
106         if (!input.equals("easy") && !input.equals("medium") && !input.equals("hard")) {
107             System.out.println("Invalid input. Please enter easy, medium, or hard.");
108             return;
109         }
110         // Set difficulty
111         difficulty = input;
112         // Set max strikes based on difficulty
113         setMaxStrikes();
114     } catch (Exception e) {
115         // Handle exception
116         System.out.println("An error occurred: " + e.getMessage());
117     }
118 }
119
120 private void setMaxStrikes() {
121     if (difficulty.equals("easy")) {
122         maxStrikes = 10;
123     } else if (difficulty.equals("medium")) {
124         maxStrikes = 5;
125     } else if (difficulty.equals("hard")) {
126         maxStrikes = 3;
127     } else {
128         // Default to medium if difficulty is unrecognized
129         maxStrikes = 5;
130         difficulty = "medium";
131     }
132 }

```

```

// Guess the number
private void processGuess(int guess) {
    if (guess < 0) {
        return;
    }
    System.out.println("You guessed " + guess);
    if (guess == number) {
        win();
    } else {
        System.out.println("That's wrong!");
        strikes++;
        if (strikes == maxStrikes) {
            lose();
        } else {
            System.out.println("You have " + (maxStrikes - strikes) + " strikes left.");
        }
        if (guess < number) {
            System.out.println("That's higher!");
        } else {
            System.out.println("That's lower!");
        }
    }
}

```

input from user for difficulty and setting it to medium if invalid input.

for hints

```

private void setMaxStrikes() {
    if (difficulty.equals("easy")) {
        maxStrikes = 10;
    } else if (difficulty.equals("medium")) {
        maxStrikes = 5;
    } else if (difficulty.equals("hard")) {
        maxStrikes = 3;
    } else {
        // Default to medium if difficulty is unrecognized
        maxStrikes = 5;
        difficulty = "medium";
    }
}

```

function for defining max strikes

```

} catch (FileNotFoundException e) { // specific exception
    e.printStackTrace();
} catch (Exception e) { // any other unhandled exception
    e.printStackTrace();
}

// Print the loaded state
System.out.println("Loaded state");
// Print the range
int range = 10 + ((level - 1) * 5);
System.out.println("Difficulty: " + difficulty + " and your max strikes are: " + maxStrikes);
System.out.println("Welcome to level " + level);
System.out.println("I picked a random number between 1-" + range + ", let's see if you can guess.");
return true;
// End of method
}

```

showing difficulty and maxstrikes based on difficulty

Caption(s) (required) ✓

Caption Hint: Describe/highlight what's being shown

100%

Task Screenshots

Gallery Style: 2 Columns

4

2

1

```

100 public void start() {
101     try {
102         // Get user input for difficulty
103         System.out.println("Enter difficulty (easy, medium, or hard):");
104         String input = scanner.nextLine();
105         // Validate input
106         if (!input.equals("easy") && !input.equals("medium") && !input.equals("hard")) {
107             System.out.println("Invalid input. Please enter easy, medium, or hard.");
108             return;
109         }
110         // Set difficulty
111         difficulty = input;
112         // Set max strikes based on difficulty
113         setMaxStrikes();
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124         maxStrikes = 5;
125     } else if (difficulty.equals("hard")) {
126         maxStrikes = 3;
127     } else {
128         // Default to medium if difficulty is unrecognized
129         maxStrikes = 5;
130         difficulty = "medium";
131     }
132 }

```

```

// Guess the number
private void processGuess(int guess) {
    if (guess < 0) {
        return;
    }
    System.out.println("You guessed " + guess);
    if (guess == number) {
        win();
    } else {
        System.out.println("That's wrong!");
        strikes++;
        if (strikes == maxStrikes) {
            lose();
        } else {
            System.out.println("You have " + (maxStrikes - strikes) + " strikes left.");
        }
        if (guess < number) {
            System.out.println("That's higher!");
        } else {
            System.out.println("That's lower!");
        }
    }
}

```

difficulty set, hints shown with strikes left.

defaulting difficulty to medium.

```

Welcome to numberswift!
To exit, type the word 'exit'.
Please select a difficulty: easy, medium, or hard
hard
Difficulty set to: hard
Loaded state
Difficulty: hard and Your Max Strikes are: 3
Welcome to level 1
I picked a random number between 1-20, let's see if you can guess.
Type a number and press enter
3
You guessed 3
That's wrong
Type a number and press enter
5
You guessed 5
That's wrong
You have 1 strikes left.
Hint: Higher
Type a number and press enter
9
You guessed 9
That's wrong
Oh oh, looks like you need to get some more practice.
The correct number was 6
Welcome to level 1
I picked a random number between 1-20, let's see if you can guess.
Type a number and press enter

```

hard level

Caption(s) (required) ✓

Caption Hint: *Describe/highlight what's being shown*

End of Task 1

End of Group: Implementation 1

Task Status: 1/1

Group

100%

Group: Implementation 2

Tasks: 1

Points: 4

^ COLLAPSE ^

Task

100%

Group: Implementation 2

Task #1: Implementation Evidence

Weight: ~100%

Points: ~4.00

^ COLLAPSE ^

i Details:

Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem. ⌵

Columns: 1

Sub-Task

100%

Group: Implementation 2

Task #1: Implementation Evidence

Sub Task #1: Mention which option you picked and how you solved it

≡ Task Response Prompt

Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

Response:

in the processguess function i added things for giving the hints i have passed if else statement which is strikes is more then 2 user will get hint based on the number they entered like the correct number is higher or lower. i have checked this condition via if guess is less than number then run things...

Sub-Task

Group: Implementation 2

Task #1: Implementation Evidence

Sub Task #2: Add screenshots of the coded solution (ucid/date must be visible)

100%

Task Screenshots

Gallery Style: 2 Columns

4

2

1

```
//guess number
private void processGuess(int guess) {
    if (guess < 0) {
        return;
    }
    System.out.println("you guessed " + guess);
    if (guess == number) {
        win();
        pickawinner = true;
    } else {
        System.out.println("that's wrong");
        strikes++;
        if (strikes == maxStrikes) {
            lose();
        }
        pickawinner = true;
    }
    if (strikes == 2) {
        System.out.println("you have " + (maxStrikes - strikes) + " strikes left.");
    }
    if (guess < number) {
        System.out.println("that's Higher");
    } else {
        System.out.println("that's lower");
    }
}

saveState();
}
```

for the hint high or low

Caption(s) (required) ✓

Caption Hint: Describe/highlight what's being shown

Sub-Task

Group: Implementation 2

Task #1: Implementation Evidence

Sub Task #3: Show implementation working by running the program

100%

Task Screenshots

Gallery Style: 2 Columns

4

2

1

```
you entered the number 10, which is less than the number 20.
Welcome to NumberGuess 4.0
You will play the game "Guess the Number".
Please select a difficulty level, medium or hard
easy
difficulty set to easy
Welcome to level 1.
I picked a random number between 1 and 10, try to see if you can guess.
Type a number and press enter
0
You guessed 0
That's wrong
Type a number and press enter
1
You guessed 1
That's wrong
You have 3 strikes left.
Enter higher
Type a number and press enter
2
You guessed 2
That's wrong
You have 2 strikes left.
Enter higher
Type a number and press enter
3
You guessed 3
That's wrong
You have 1 strikes left.
Enter higher
Type a number and press enter
4
You guessed 4
That's wrong
You have 0 strikes left.
Enter higher
Type a number and press enter
5
You guessed 5
That's wrong
You have 0 strikes left.
Enter higher
Type a number and press enter
6
You guessed 6
That's wrong
You have 0 strikes left.
Enter higher
Type a number and press enter
7
You guessed 7
That's wrong
You have 0 strikes left.
Enter higher
Type a number and press enter
8
You guessed 8
That's wrong
You have 0 strikes left.
Enter higher
Type a number and press enter
9
You guessed 9
That's wrong
You have 0 strikes left.
Enter higher
Type a number and press enter
10
You guessed 10
That's correct
You have won the game.
```

hints shows after 2 strikes used

Caption(s) (required) ✓

Caption Hint: Describe/highlight what's being shown

End of Task 1

End of Group: Implementation 2

Task Status: 1/1

Group



Group: Misc

Tasks: 3

Points: 2

^ COLLAPSE ^

Task



Group: Misc

Task #1: Reflection

Weight: ~33%

Points: ~0.67

^ COLLAPSE ^

Sub-Task



Group: Misc

Task #1: Reflection

Sub Task #1: Learn anything new? Face any challenges? How did you overcome any issues?

≡ Task Response Prompt

Provide at least a few logical sentences

Response:

Nothing New here the project was fun though i reached at level 10 at my 3rd try lol. i was thinking of implementing user win game at level 10 but it wasnt asked so i did not.

End of Task 1

Task



Group: Misc

Task #2: Pull Request URL

Weight: ~33%

Points: ~0.67

^ COLLAPSE ^

i Details:

URL should end with /pull/# where the # is the actual pull request number.



Task URLs

URL #1

<https://github.com/KushDev19/kr553-IT114-005/pull/3>

URL

<https://github.com/KushDev19/kr553-IT114-005/>

End of Task 2

Task



Group: Misc

Task #3: Waka Time (or related) Screenshot

Weight: ~33%

Points: ~0.67

^ COLLAPSE ^

Checklist

*The checkboxes are for your own tracking

#

Details

☐ #1

Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

Task Screenshots

Gallery Style: 2 Columns

4 2 1



my project time. this tool is sooo usefull ! thanks prof

This much time is due to hackathon LOL.

End of Task 3

End of Group: Misc

Task Status: 3/3

End of Assignment