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/** package class namespace */
package wachssong;

/**
 * MainClass.java - the main class for the application
 * @author Lanz Povey
 * @since Feb 23rd 2018
 * @version 1.0
 * @instructor Mr. Wachs
 */
public class WachsSong
{
    final static String LINE_BREAK = "\n";
    final static String IN = " in ";
    final static String POSSESSIONA = "'s "; // for example "Wachs"
    final static String POSSESSIONB = "' "; // for example "Lanz"
    final static String ENDING_PHRASE = " tells a joke, turns his back, ";
    final static String SHAKESPEARE = "eth";
    private static String protagonist; // for initializing the variables
    private static String deuteragonist;
    private static String location;
    private static String possession = "'s ";
    // The possession stays as "'s " when the protagonist's name does not end with "s"
    // > For example: "Lanz" -> "Lanz's"
    // The possession changes to "' " when the protagonist's name ends with "s"
    // > For example "Wachs" -> "Wachs'"

    /**
     * the main method (default constructor class) for the application
     * @param args the command line arguments
     */
    public static void main(String[] args)
    {
        int choice = s.confirm("Doth thou seek" + SHAKESPEARE
                               + " Sir Wachs (Yes) or others (No)/(Cancel)?");
        if (choice == 0)
        {
            protagonist = "Wachs";
            deuteragonist = "Students";
            location = "class";
            // Don't recreate the variables, just have them using the
            // initialized global variables, since if you put String in front
            // of them, they would just be created within the scope of the
            // conditional statement.
        }
        else
        {
            s.output("Greetings young traveller " + LINE_BREAK + "What thou art "
                    + "setting forth upon shall be'" + SHAKESPEARE + " a quest"
                    + SHAKESPEARE + " of epic" + SHAKESPEARE + " conquest "

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+ SHAKESPEARE + ", of treacherous" + SHAKESPEARE + " peril"
+ SHAKESPEARE + " and most of all... fun..." + SHAKESPEARE
+ "." + LINE_BREAK + "Art thou ready?");
protagonist = s.input("Valorous, what be thy name "
+ SHAKESPEARE + "?");
deuteragonist = s.input("Most wondrous~ thy companion who "
+ "is't follows?");
location = s.input("Woe is me, to be or not to be "
+ "thou location?");
}
char sapostre = sapostraphe(protagonist);
if (sapostre == 's')
{
    possession = " " ";
}
String input = s.input("Enter the number of " + deuteragonist + " s.");
int remaining = s.tryParse(input);
while (remaining>0)
{
    s.output(remaining + " " + deuteragonist + IN + protagonist + possession
+ location + LINE_BREAK + remaining + " " + deuteragonist + IN
+ location + LINE_BREAK + protagonist + ENDING_PHRASE);
    remaining = remaining - 1; // short hand of " remaining = remaining -1 "
    s.output(remaining + " " + deuteragonist + IN + protagonist + possession
+ location);
}
s.output("Yippee!!! Now " + protagonist + " can leave early!");
}

/**
 * Determines whether the chosen protagonist's name via the settings end
 * with an "s" or not.
 * If it does, then it will use the final String POSSESSIONB
 * If it doesn't, then it will use the final String POSSESSIONA
 */
private static char sapostraphe(String protagonist)
{
    //str.slice(-1);
    //String str = "Wachs";
    s.sout("Last char = " + protagonist.charAt(protagonist.length() - 1));
    char sapostre = protagonist.charAt(protagonist.length() - 1);
    return sapostre;
}
}

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/** package class namespace */
package wachssong;

/** required imports */
import javax.swing.JOptionPane;

/**
 * Project      : The s stands for supercalifragilisticexpialidocious
 * Description   : Literally just my custom default template lol.
 * Author       : Lanz Povey
 * Date        : Feb 15th 2018
 * Instructor   : Mr. Wachs
 *
 */
public class s
{
    //comment out/in = ctrl + shift + c
    //These are just commented out as they aren't being used atm.
    // public static final String ANSI_RESET   = "\u001B[0m";
    // public static final String ANSI_BLACK   = "\u001B[30m";
    // public static final String ANSI_RED     = "\u001B[31m";
    // public static final String ANSI_GREEN   = "\u001B[32m";
    // public static final String ANSI_YELLOW  = "\u001B[33m";
    // public static final String ANSI_BLUE    = "\u001B[34m";
    // public static final String ANSI_PURPLE  = "\u001B[35m";
    // public static final String ANSI_CYAN    = "\u001B[36m";
    // public static final String ANSI_WHITE   = "\u001B[37m";
    //
    // public static final String ANSI_BLACK_BACKGROUND = "\u001B[40m";
    // public static final String ANSI_RED_BACKGROUND   = "\u001B[41m";
    // public static final String ANSI_GREEN_BACKGROUND = "\u001B[42m";
    // public static final String ANSI_YELLOW_BACKGROUND = "\u001B[43m";
    // public static final String ANSI_BLUE_BACKGROUND  = "\u001B[44m";
    // public static final String ANSI_PURPLE_BACKGROUND = "\u001B[45m";
    // public static final String ANSI_CYAN_BACKGROUND  = "\u001B[46m";
    // public static final String ANSI_WHITE_BACKGROUND = "\u001B[47m";

    public static final int MAX_INT = 2147483647;

    //=====Code Shorteners=====
    /**
     * A shortened JOptionPane.showMessageDialog, as to help condense the code.
     * As it is the only type of possible output, it's generic name suits it well.
     * @param text the text to be displayed from the JOptionPane.showMessageDialog.
     */
    public static void output(String text)
    {
        JOptionPane.showMessageDialog(null, text);
    }
}

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/**
 * A shortened JOptionPane.showInputDialog, as to help condense the code.
 * @param text the text to be displayed from the JOptionPane.showInputDialog.
 * @return the user's input into the JOptionPane.showInputDialog.
 */
public static String input(String text)
{
    String textInput = JOptionPane.showInputDialog(null, text);
    return textInput;
}

/**
 * A shortened JOptionPane.showConfirmDialog, as to help condense the code.
 * @param text the text to be displayed from the JOptionPane.showInputDialog.
 * @return whether the user clicked yes (0), no (1) or cancel (2) as an int.
 */
public static int confirm(String text)
{
    int textConfirm = JOptionPane.showConfirmDialog(null, text);
    String confirmTrinary = Integer.toString(textConfirm);
    s.sout(confirmTrinary);
    return textConfirm;
    // Yes    = 0
    // No     = 1
    // Cancel = 2
}

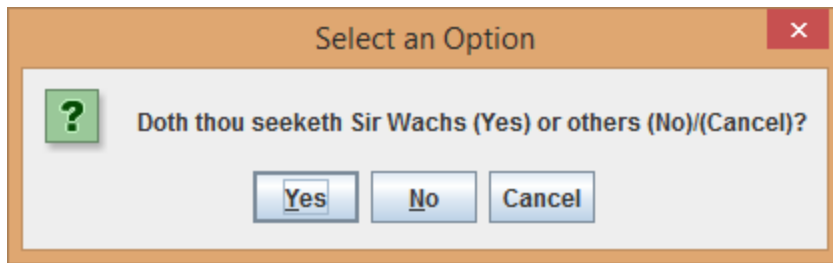
/**
 * A method that checks whether or not a variable can be parsed into an int
 * without an error appearing.
 * @param text
 * @return either the parsed int value (if it can be parsed without an error)
 * or a 1 (if it can't be parsed).
 */
public static Integer tryParse(String text)
{
    try
    {
        return Integer.parseInt(text);
    }
    catch (NumberFormatException e)
    {
        output("Please only use numbers."
            + "\n Just so the program doesn't crash,"
            + "I'll replace this with a 1");
        return 1;
    }
}

/**

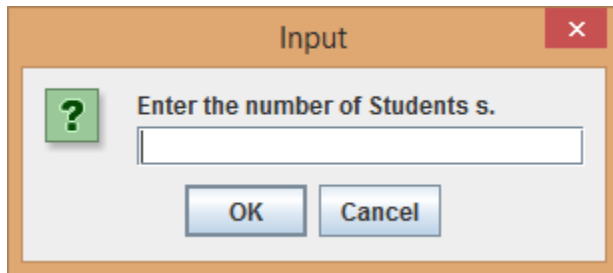
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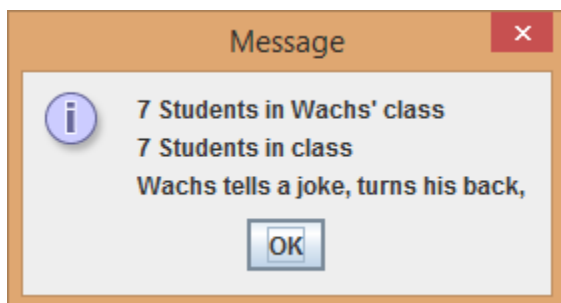
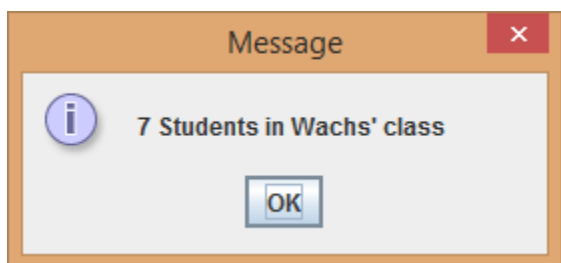
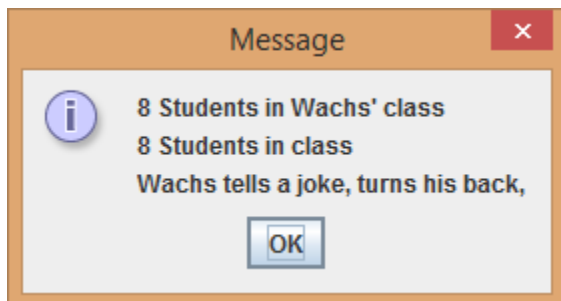
    * So here's the back story. You know how you can shorten sout with some
    * bizarre key command right? Well I ain't got a clue how I can do that.
    * So we're doing this instead. Plus, it makes the code shortened and simple
    * #ScratchIsTheMostAbsoluteGreatestCodingLanguageEver
    * @param text the text to be displayed from the system output
    */
    public static void sout(String text)
    {
        System.out.println(text);
        //System.err.println("yo gabba gabba"); // special red text
        //Colors won't work if the text begins with a "\n"
    }
}
```



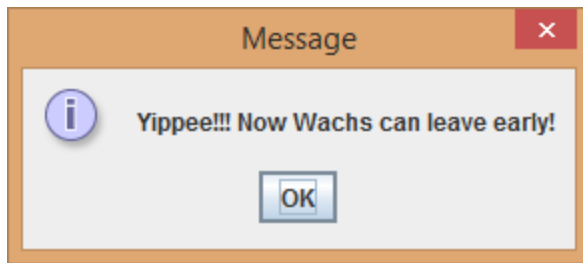
Clicking the “Yes” button.



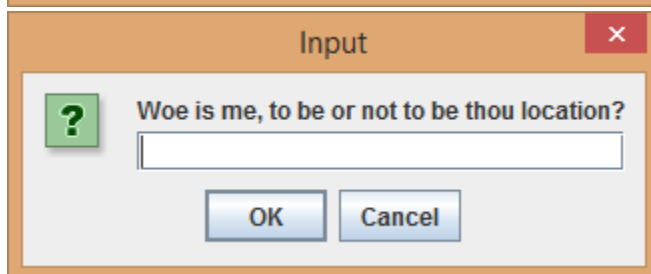
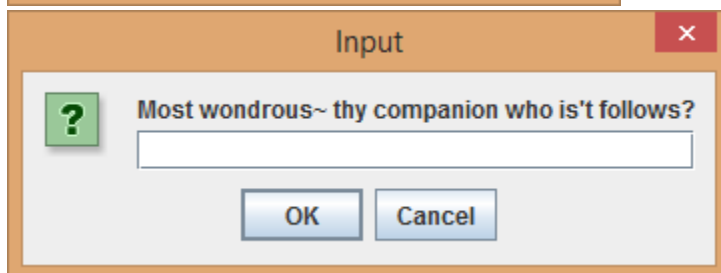
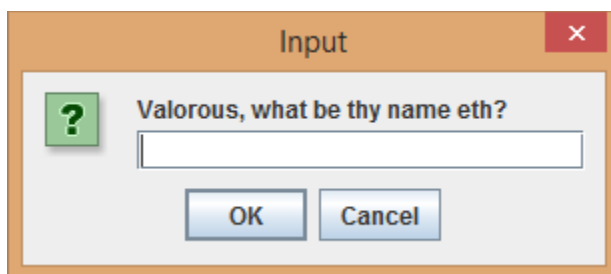
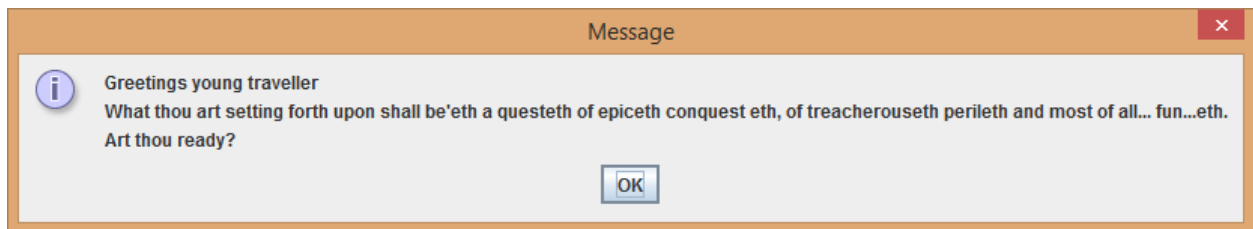
The number here is based on the user’s input from the above JOptionPane



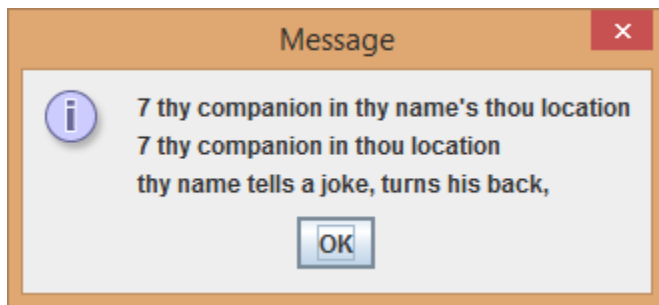
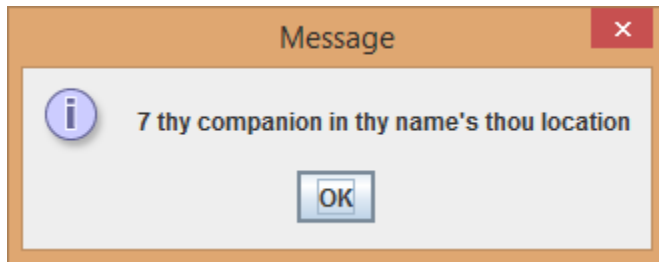
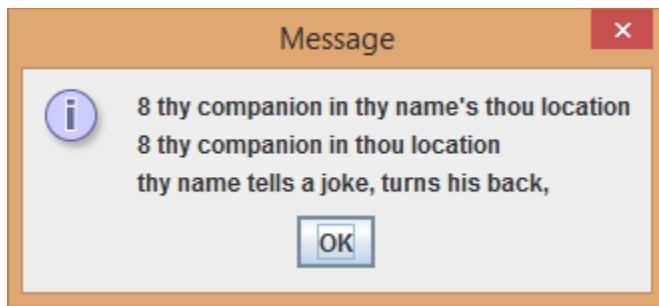
etc... until there are 0 students in Wachs’ class



Clicking the "No" button.



“thy companion”, “thy name” and “thou location” based on user input for the above 3 JOptionPanes



etc... until there are 0 “thy names” in “thou location”

