

Submission Worksheet

CLICK TO GRADE

<https://learn.ethereallab.app/assignment/IT114-002-S2024/it114-number-guesser-4/grade/pd438>

IT114-002-S2024 - [IT114] Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 3/6/2024 11:32:37 PM

Instructions

^ COLLAPSE ^

Create the below branch name

Implement the NumberGuess4 example from the lesson/slides

<https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f>

Add/commit the files as-is from the lesson material (this is the base template). You may want to push this commit so you can open the pull request and keep it open.

Pick two (2) of the following options to implement

Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)

Implement anti-data tampering of the save file data (reject user direct edits)

Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)

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

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)

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)

Fill in the below deliverables

Save changes and export PDF

Git add/commit/push your changes to the HW branch

Create a pull request to main

Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)

Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 7 Points: 10.00

^ COLLAPSE ^

Task #1 - Points: 1
Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Mention which option you picked
<input type="checkbox"/> #2	1	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:

The option that i picked. Is the option1 code. The logic on solving the code is to have the if statement prints a guess is higher than number generated. It will display and there is an else if statement if the user does the opposite.

Task #2 - Points: 1
Text: 2+ Screenshots of code and demo

Checklist

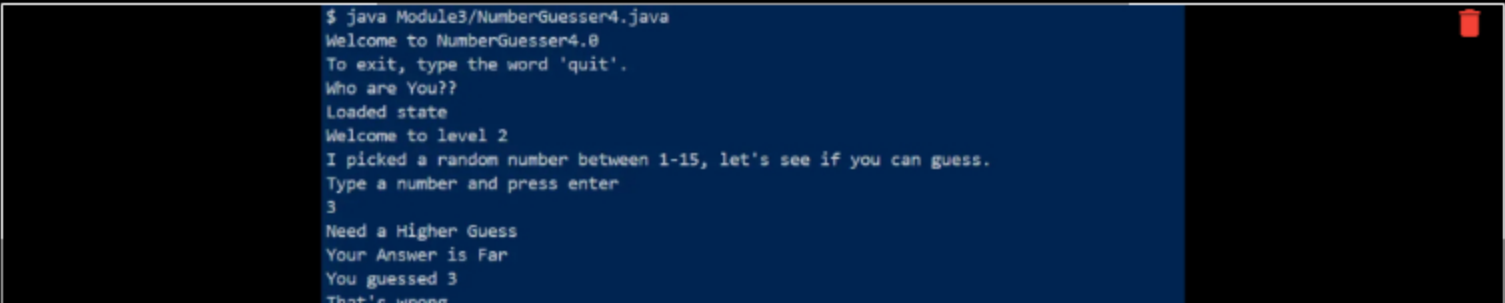
*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Show implementation working by running the program
<input type="checkbox"/> #2	1	Clearly caption the screenshot of what you're showing
<input type="checkbox"/> #3	1	The code screenshot(s) clearly show the code specific to the feature
<input type="checkbox"/> #4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Gallery Style: Large View

Small Medium Large



```
That's wrong
Type a number and press enter
5
Need a Higher Guess
Your Answer is Far
You guessed 5
That's wrong
Type a number and press enter
611
Guess Lower
Your Answer is Far
You guessed 611
That's wrong
Type a number and press enter
12
Guess Lower
You guessed 12
That's wrong
Type a number and press enter
10
Need a Higher Guess
Your Answer is Close
You guessed 10
That's wrong
Uh oh, looks like you need to get some more practice.
The correct number was 11
Welcome to level 1
```

Implementation of program

Checklist Items (1)

#1 Show implementation working by running the program

```
// add other conditions here
//pd438 2/12/2024 option 1 and 4      You, 1 second ago • Uncommitted changes
//if statement prints guess is lower if the guess is higher than the number generated, and the else if statement does complete opposite.
else if (number < strToNum(message)) {
    System.out.println(x:"Guess Lower");
    //firstpart option4 code below, if guess is higher subtracts generated number from guess to see if guess is close, and does the opposite.
    if ((strToNum(message)-number)>= 4) {
        System.out.println(x:"Your Answer is Far");
    }
} <- #113-119 else if (number < strToNum(message))
else if (number > strToNum(message)) {
    System.out.println(x:"Need a Higher Guess");
    // second part if the code for option4
    if ((number - strToNum(message))<4){
        System.out.println(x:"Your Answer is Close");
    }
    else if ((number - strToNum(message))>= 4) {
        System.out.println(x:"Your Answer is Far");
    }
} <- #120-129 else if (number > strToNum(message))
return processed;
```

Code Implementation

Checklist Items (3)

#2 Clearly caption the screenshot of what you're showing

#3 The code screenshot(s) clearly show the code specific to the feature

#4 A comment with the UCID/date is visible near the code change(s)



Implementation 2 (4 pts.)

^ COLLAPSE ^



Task #1 - Points: 1

Text: Chosen Option and Details

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Mention which option you picked
<input type="checkbox"/> #2	1	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 choesn option 4. My logic was to show if guess is higher, it will subtract generated number from guess to see whther the user is closer or farther from the guess. IT will display the opposite if the user guesses the opposite.



Task #2 - Points: 1

Text: 2+ Screenshots of code and demo

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Show implementation working by running the program
<input type="checkbox"/> #2	1	Clearly caption the screenshot of what you're showing
<input type="checkbox"/> #3	1	The code screenshot(s) clearly show the code specific to the feature
<input type="checkbox"/> #4	1	A comment with the UCID/date is visible near the code change(s)

Task Screenshots:

Gallery Style: Large View

Small

Medium

Large

```
// add other conditions here
//pd438 2/12/2024 option 1 and 4 You, 1 second ago • Uncommitted changes
//if statement prints guess is lower if the guess is higher than the number generated, and the else if statement does complete opposite.
else if (number < strToNum(message)) {
    System.out.println("Guess Lower");
    //firstpart option4 code below, if guess is higher subtracts generated number from guess to see if guess is close, and does the opposite.
    if ((strToNum(message)-number)>= 4) {
        System.out.println("Your Answer is Far");
    }
} <- #113-119 else if (number < strToNum(message))
else if (number > strToNum(message)) {
    System.out.println("Need a Higher Guess");
    // second part if the code for option4
    if ((number - strToNum(message))<4){
        System.out.println("Your Answer is Close");
    }
    else if ((number - strToNum(message))>= 4) {
        System.out.println("Your Answer is Far");
    }
} <- #120-129 else if (number > strToNum(message))
return processed;
// <- #104-121 exit statement below message if false, success
```

Code displayed the changes. The options are shown below on what i have chosen.

Checklist Items (3)

#2 Clearly caption the screenshot of what you're showing

#3 The code screenshot(s) clearly show the code specific to the feature

#4 A comment with the UCID/date is visible near the code change(s)

```
$ java Module3/NumberGuesser4.java
Welcome to NumberGuesser4.0
To exit, type the word 'quit'.
Who are You??
Loaded state
Welcome to level 2
I picked a random number between 1-15, let's see if you can guess.
Type a number and press enter
3
Need a Higher Guess
Your Answer is Far
You guessed 3
That's wrong
Type a number and press enter
5
Need a Higher Guess
Your Answer is Far
You guessed 5
That's wrong
Type a number and press enter
611
Guess Lower
Your Answer is Far
You guessed 611
That's wrong
Type a number and press enter
12
Guess Lower
You guessed 12
That's wrong
Type a number and press enter
10
Need a Higher Guess
Your Answer is Close
You guessed 10
That's wrong
Uh oh, looks like you need to get some more practice.
The correct number was 11
```

This shows the process and how it works

Checklist Items (4)

- #1 Show implementation working by running the program
- #2 Clearly caption the screenshot of what you're showing
- #3 The code screenshot(s) clearly show the code specific to the feature
- #4 A comment with the UCID/date is visible near the code change(s)

Misc (2 pts.)

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Task #1 - Points: 1

Text: Reflection

Checklist

*The checkboxes are for your own tracking

#	Points	Details
<input type="checkbox"/> #1	1	Example prompts: Learn anything new? Face any challenges? How did you overcome and issues?
<input type="checkbox"/> #2	1	At least a few logical sentences related to the assignment.

Response:

I had quite alot of issues learning this assignment. I have faced challenges because of how creating the code is still uncomfortable for me since I am not a fan of java. I overcame by being able to look at w3schools.

Task #2 - Points: 1

Text: Pull Request URL

Details:

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

URL #1

https://github.com/PD438/PD438_IT114_002/pull/4

Task #3 - Points: 1

Checklist

*The checkboxes are for your own tracking

#	Points	Details
#1	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

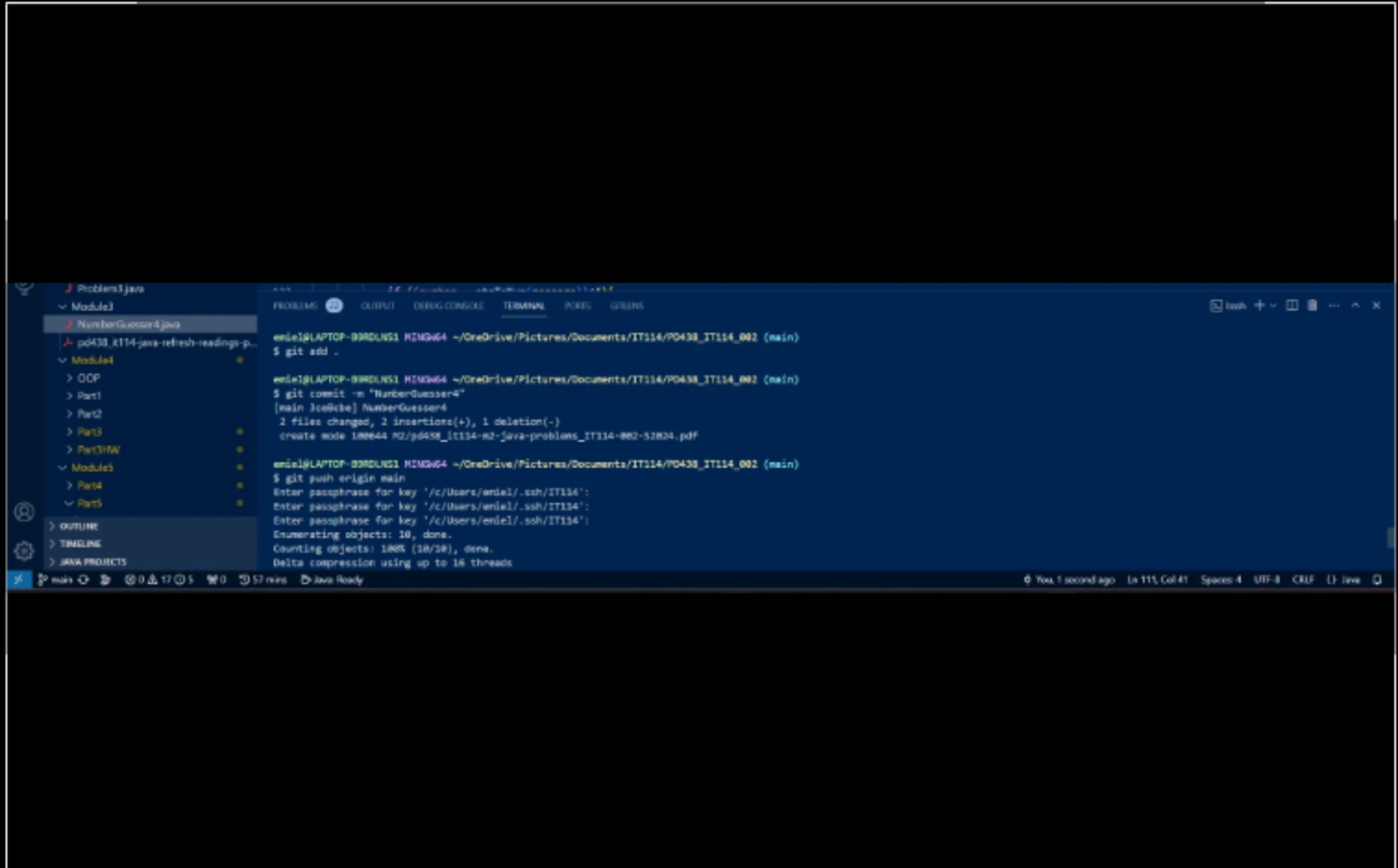
Task Screenshots:

Gallery Style: Large View

Small

Medium

Large



Shows the file has been worked on and completed.

Checklist Items (1)

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

End of Assignment