

Credit Name: CSE 2120 Data Structures 1

Assignment Name: PennyPitch

What error message did you encounter (if any)?

Type mismatch

What unexpected behavior did your program exhibit?

The program will not work because of mismatch types

What caused the issue? (e.g., syntax error, logic error, incorrect function usage, etc.)

incorrect function usage

Include a screenshot of specific lines of code.

```

public class PennyPitch {
    public static void main(String[] args) {
        // A 5x5 board
        String[] board = new String[25];

        // Fill board with empty marker
        for (int i = 0; i < board.length; i++) {
            board[i] = "-";
        }

        // 5 different prizes
        char[] prizes = {'A', 'B', 'C', 'D', 'E'};
        Random rand = new Random();

        int totalPrizes = 15;
        int placed = 0;

        // Place 15 prizes on random empty squares
        while (placed < totalPrizes) {
            int pos = rand.nextInt(25);
            char prize = prizes[rand.nextInt(prizes.length)];

            if (board[pos] == '-') {
                board[pos] = prize;
                placed++;
            }
        }

        // Display board
        System.out.println("==> Penny Pitch Board ==>");
        for (int i = 0; i < board.length; i++) {
            System.out.print("[ " + board[i] + " ] ");
            if ((i + 1) % 5 == 0) System.out.println();
        }

        System.out.println();

        // Track prizes won (counts)
        int[] prizeCounts = new int[5]; // A=0, B=1, C=2, D=3, E=4

        // Simulate 10 penny tosses
        System.out.println("==> Penny Tosses ==>");
        for (int toss = 1; toss <= 10; toss++) {

            int landingSpot = rand.nextInt(25); // random square 0-24
            char landedOn = board[landingSpot];

            System.out.print("Penny " + toss + " landed on square " + landingSpot
                + " which has: " + landedOn);
        }
    }
}

```

How did you fix the issue?

I replaced the char and some int code with string code to have full name prizes.

Provide the corrected code or solution using a screenshot.

```

public class PennyPitch {

    public static void main(String[] args) {

        // A 5x5 board
        String[] board = new String[25];

        // Fill board with empty marker
        for (int i = 0; i < board.length; i++) {
            board[i] = "-";
        }

        // Prizes
        String[] prizes = {"Bear", "GameBoy", "Ball", "Poster", "Keychain"};
        Random rand = new Random();

        int totalPrizes = 15;
        int placed = 0;

        // Randomly place 15 prizes
        while (placed < totalPrizes) {
            int pos = rand.nextInt(25);
            String prize = prizes[rand.nextInt(prizes.length)];

            if (board[pos].equals("-")) {
                board[pos] = prize;
                placed++;
            }
        }

        // Display board
        System.out.println("==> Penny Pitch Board ==>");
        for (int i = 0; i < board.length; i++) {
            System.out.print("[ " + board[i] + " ] ");
            if ((i + 1) % 5 == 0) System.out.println();
        }

        // Count prizes won
        int[] prizeCounts = new int[prizes.length];

        System.out.println("\n==> Penny Tosses ==>");

        // Simulate 10 penny throws
        for (int toss = 1; toss <= 10; toss++) {
            int spot = rand.nextInt(25);
            String landedOn = board[spot];

            System.out.print("Penny " + toss + " landed on square " +
                spot + " which has: " + landedOn);

            if (!landedOn.equals("-")) {

```

Screen Dumps:

```
==== Penny Pitch Board ====
[Bear] [Ball] [-] [GameBoy] [-]
[-] [Bear] [Ball] [-] [Poster]
[Poster] [Bear] [-] [Poster] [Bear]
[Bear] [-] [GameBoy] [-] [Poster]
[-] [Bear] [Keychain] [-] [-]

==== Penny Tosses ====
Penny 1 landed on square 22 which has: Keychain → You won a Keychain!
Penny 2 landed on square 10 which has: Poster → You won a Poster!
Penny 3 landed on square 11 which has: Bear → You won a Bear!
Penny 4 landed on square 18 which has: - → No prize.
Penny 5 landed on square 14 which has: Bear → You won a Bear!
Penny 6 landed on square 3 which has: GameBoy → You won a GameBoy!
Penny 7 landed on square 5 which has: - → No prize.
Penny 8 landed on square 18 which has: - → No prize.
Penny 9 landed on square 1 which has: Ball → You won a Ball!
Penny 10 landed on square 15 which has: Bear → You won a Bear!

==== Prizes You Won ====
Bear: 3
GameBoy: 1
Ball: 1
Poster: 1
Keychain: 1
```