Java Programming Internship Week 1 *

Number of projects: 2 Projects

Project Level: 🟢 *Beginner*

PROJECT 1^{ST:} Emoji Mood Responder

The Emoji Mood Responder is a fun and interactive Java console application where the user enters a mood (e.g., "happy", "tired", "sad"), and the program responds with a relevant emoji and a short motivational or relatable message. It simulates emotional intelligence and gives interns a way to work with basic logic, HashMaps, and input handling in a creative format.

Small Step-by-Step Guide:

Step 1: Create a HashMap<String, String> to store moods and corresponding emoji + messages.

Step 2: Prompt the user to enter their current mood.

Step 3: Search for the mood in the HashMap.

Step 4: If found, display the emoji and message.

Step 5: If not found, suggest another mood.

Concepts Used in This Project:

- HashMap (Key-value pairs)
- Scanner for user input
- Conditional statements (if, else)
- String handling and output

Why We Have Chosen This Project:

- It's interactive and instantly rewarding, making beginners feel confident.
- Interns learn how to use HashMaps and build logical relationships between user input and responses.
- It gives interns the opportunity to be playful with programming while learning meaningful concepts.