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Mad Lib CS120 Project

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This project is designed to take various inputs from users and turn them into an output. This output should resemble a coherent mad lib game based on the poem “Where the Sidewalk Ends” by Shel Silverstein.

“Where the Sidewalk Ends” by Shel Silverstein

There is a place where the sidewalk ends  
And before the street begins,  
And there the grass grows soft and white,  
And there the sun burns crimson bright,  
And there the moon-bird rests from his flight  
To cool in the peppermint wind.  
  
Let us leave this place where the smoke blows black  
And the dark street winds and bends.  
Past the pits where the asphalt flowers grow  
We shall walk with a walk that is measured and slow,  
And watch where the chalk-white arrows go  
To the place where the sidewalk ends.  
  
Yes we'll walk with a walk that is measured and slow,  
And we'll go where the chalk-white arrows go,  
For the children, they mark, and the children, they know  
The place where the sidewalk ends.

My version:

List of variables:

<userName>

<noun1>

<noun2>

<verb1>

<verb2>

<verb3>

<adjective1>

<adjective2>

<thing>

<animal>

<pronoun>

<plant>

<pluralPlant>

<pluralAnimal>

<speed>

Create a string variable called userName. Prompt “Hello there. What’s your name? “

Create a string variable called scent. Prompt “Please tell me your favorite scent. “

Create a string variable called noun1. Prompt “Please give me a noun. “

Create a string variable called noun2. Prompt “Please give me another noun. “

Create a string variable called verb1. Prompt “Please give me a verb in the present tense. “

Create a string variable called verb2. Prompt “Please give me another verb in the present tense. “

Create a string variable called verb3. Prompt “Please give me one more verb. “

Create a string variable called adjective1. Prompt “Please give me an adjective. “

Create a string variable called adjective2. Prompt “Please give me another adjective. “

Create a string variable called thing. Prompt “Please give me a thing. “

Create a string variable called animal. Prompt “Please give me an animal. “

Create a string variable called pronoun. Prompt “Please give me a singular, possessive pronoun. “

Create a string variable called plant. Prompt “Please give me a singular plant. “

Create a string variable called pluralPlant. Prompt “Please give me a plural plant name. “

Create a string variable called color. Prompt “Please tell me your least favorite color. “

Create a string variable called pluralAnimal. Prompt “Please give me a plural animal name. “

Create a string variable called speed. Prompt “Please give me a speed. “

Print the following poem, replacing all variables with the given input

“Where the <noun1> Ends” by <userName>

There is a place where the <noun1> ends  
And before the <noun2> begins,  
And there the <plant> grows <adjective1> and <adjective2>,  
And there the <thing> burns crimson bright,  
And there the <animal> rests from <pronoun> flight  
To <verb1> in the <scent> wind.  
  
Let us <verb2> this place where the smoke blows <color>  
And the dark <noun2> winds and bends.  
Past the pits where the asphalt <pluralPlant> grow  
We shall <verb3> with a <verb3> that is measured and <speed>,  
And watch where the chalk-<color> arrows go  
To the place where the <noun1> ends.  
  
Yes we'll <verb3> with a <verb3> that is measured and <speed>,  
And we'll go where the chalk-<color> arrows go,  
For the <pluralAnimal>, they mark, and the <pluralAnimal>, they know  
The place where the <noun1> ends.