|  |  |  |
| --- | --- | --- |
| **Java Programming** | **Student number** | **21600048** |
| **Final report** | **Name** | **Kim, Da Eun** |
| **Team number** | **5** |

□ Were you the presenter for team presentation?

|  |  |
| --- | --- |
| Yes | No |
|  | O |

□ Describe the game that your team made.

We expect it to be used mainly for betting. The goal is to provide fun. Choose one of the four gospels, and the game in which chapter is randomly printed. You should type printed sentence as fast as you can. The less time a timer finishes from the start of typing, the higher rank. The lowest ranked person pays for product of the bet. You can see the result of betting through menu.

□ Explain the classes that you implemented.

Once you choose to start from the first menu, program asks you to choose one of the four gospels. Each gospel has a different number, and the number chosen by the user passes over to my class. The class’s role is splitting the text file to play the game. ‘Text Slicing’ which I made calls the text file corresponding to taken number and split each line in text file and store in an array list. Print content of array list corresponding to random index. I used Array List, Random Package, switch and Text Input.

□ Classes and lines of the codes

|  |  |  |
| --- | --- | --- |
|  | Num. of classes | Num. of lines |
| (A) Entire program | 6 | 387 |
| (B) Your part | 1 | 43 |
| (C) Ratio (%) = B/A \*100 | 16.7% | 11.1% |

□ Codes (INSTRUCTION: please copy and paste your code here (your part only).)

|  |
| --- |
| **import** java.io.File;  **import** java.io.FileNotFoundException;  **import** java.util.Scanner;  **import** java.util.ArrayList;  **import** java.util.Random;  **public** **class** Text\_Slicing {  **static** ArrayList<String> *text* = **new** ArrayList<>();  **static** String *fileName*;  **public** Text\_Slicing(**int** x) {  **switch**(x) {  **case** 1: *fileName*="Matthew.txt";  **break**;  **case** 2: *fileName*="Mark.txt";  **break**;  **case** 3: *fileName*="John.txt";  **break**;  **case** 4: *fileName*="Luke.txt";  **break**;  }  }  **static** String start() {  Scanner inputStream=**null**;  **try** {  inputStream=**new** Scanner(**new** File(*fileName*));  }  **catch**(FileNotFoundException e) {  System.*exit*(0);  }  **while**(inputStream.hasNextLine()) {  String line=inputStream.nextLine();  *text*.add(line);  }  inputStream.close();    Random rand=**new** Random();  **int** i=rand.nextInt(*text*.size());    **return** (*text*.get(i));  }    } |

□ Discussion (INSTRUCTION: please write what you learned from this team project.)

This project is first team project that combine each code. There are two things I felt. Firstly, I realized that it was important to be good at designing structure for easy to role sharing. Therefore, I will practice how to design the whole structure before making codes. Secondly, it is necessary to be confident and not to be afraid to speak my opinion on project. This is because, I have experienced good ideas come out through many discussions. My teammates were kind and I got a lot of things through this team project. Thank you.