

8Ball

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Directions

The idea behind an 8-Ball is very simple. You ask the eight ball a yes or no question, and it tells you the answer. Except, that the answer it chooses is randomly selected from a set of prefabricated responses.



A real life 8-Ball

Write a program that continuously prompts the user for a yes or no question, and then randomly selects from 5 canned answers:

Without a doubt.

Yes.

Ask again later.

No.

XXXXXXX thinks so.

Here is an example run of the program.

```
Ask a yes or no question?  
Will my students pass the IB?  
Ask again later  
Ask a yes or no question?  
Will they complete their CAS portfolio on time?  
Without a doubt!!!  
Ask a yes or no question?  
Alright, will they complete/submit their assignment on time,  
without whining?  
Ask again later  
Ask a yes or no question?
```