

# Exercise

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## 1 Questions

1) Write a Java program which parses the grammatical rules from a text file, then uses the parsed data to generate a random poem. Here is an example of what the output might look like:

my sun among her white meadow  
moon upon my light  
moon  
your rain climbs  
her murky bright clear willow

2) Create a class diagram which describes the design used in the implementation of question 1.

3) Explain two cases where you learned something through experience (e.g. solving a production issue) and could not have learned about that problem through theoretical knowledge or reading through technical documentation.

4) Given the choice between writing ideal code and meeting a critical deadline, which would you choose and why?

## 2 Answers

1. Exercise: <https://github.com/angelsalazar95/RandomPoem>

2. The Class diagram view figure 1

3. Problems with timeout... in the university the teacher teach about good practical for Db, relation, keys, field, among others but when you have an error but timeout generated by a query and a table bad defined then you learn.

ORMs... Object relational mappings. You can use it, maybe you think that it's working fine but these will fail in any moment. Orm needs a configuration specified to every project.

4. ok, I choose to meet a critical deadline. Why? well... writing ideal code sounds good, but meeting a critical deadline is better. you learn an ideal writing code through experience, best practices, standards among others, therefore I choose to meet a critical deadline.

Figure 1: Class Diagram Random Poem Generator

