Submission Worksheet

Submission Data

Course: IT114-450-M2025

Assignment: IT114 Module 3 User Input Challenges

Student: Alex P. (ap2869)

Status: Submitted | Worksheet Progress: 100%

Potential Grade: 10.00/10.00 (100.00%) Received Grade: 0.00/10.00 (0.00%) Started: 6/16/2025 9:33:05 PM Updated: 6/16/2025 9:54:38 PM

Grading Link: https://learn.ethereallab.app/assignment/v3/IT114-450-M2025/it114-module-3-user-input-

challenges/grading/ap2869

View Link: https://learn.ethereallab.app/assignment/v3/IT114-450-M2025/it114-module-3-user-input-

challenges/view/ap2869

nstructions
Overview Link: https://youtu.be/iowHMCKuj5o
1. Ensure you read all instructions and objectives before starting.
2. Create a new branch from main called M3-Homework
1. git checkout main (ensure proper starting branch)
2. git pull origin main (ensure history is up to date)
3. git checkout -b M3-Homework (create and switch to branch)
3. Copy the template code from here: GitHub Repository - M3 Homework
 It includes CommandLineCalculator, SlashCommandHandler, MadLibsGenerator, a BaseClass and a
stories folder with 5 stories (used for MadLibsGenerator). Put all into an M3 folder or similar (adjust
package reference at the top if you chose a different folder name).
Immediately record to history
git add .
□ git commit -m "adding M3 HW baseline files"
□ git push origin M3-Homework
Create a Pull Request from M3-Homework to main and keep it open
4. Fill out the below worksheet
 Each Problem requires the following as you work
Ensure there's a comment with your UCID, date, and brief summary of how the problem was solved
Update the ucid variable
Code solution (add/commit periodically as needed)
5. Once finished, click "Submit and Export"
6. Locally add the generated PDF to a folder of your choosing inside your repository folder and move it to Github
1. git add .
2. git commit -m "adding PDF"
3. git push origin M3-Homework
4. On Github merge the pull request from M3-Homework to main

- Upload the same PDF to Canvas
 - 8. Sync Local
 - 1. git checkout main
 - 2. git pull origin main

Section #1: (3 pts.) Challenge 1 - Command Line Calculator (Add/sub)

Progress: 100%

Progress: 100%

Details:

- Don't adjust the give code unless noted
- Challenge 1: Accept two numbers and an operator as command-line arguments (+ and -)
- Challenge 2: Allow integer and floating-point numbers
 - Ensure correct decimal places in output based on input (e.g., 0.1 + 0.2 → 1 decimal place)
- Display an error for invalid inputs or unsupported operators
- Add code to solve the problem (add/commit as needed)

Part 1:

Progress: 100%

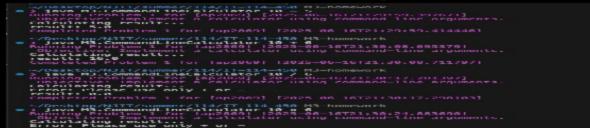
Details:

Two screenshots are expected

- Snippet of relevant code showing solution (with ucid/date comment)
- 2. Full output of executing the program (Capture 5 variations of tests)

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snippet of code challange 1



output of code from challange 1



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⇔ Part 2:

Progress: 100%

https://github.com/ap2869/IT-114

Details:

Direct link to the file in the homework related branch from Github (should end in .java)

URL #1

https://github.com/ap2869/

IT-11**6145,0**/13-

<u>homework/M3/CommandLineCalculator.java</u>



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≡, Part 3:

Progress: 100%

Details:

Briefly explain how the code solves the challenge (note: this isn't the same as what the code does)

Your Response:

this one is simple, the user is asked to enter a number an operator and another number, but the operator can only be + or -. if neither of these operator is chosen an error occurs, the reslut then prints assuming its operator is - or +



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Section #2: (3 pts.) Challenge 2 - Slash Command Handler

Progress: 100%

requirements

Progress: 100%

Details:

- Don't adjust the give code unless noted
- Challenge 1: Accept user input as slash commands (Commands are case-insensitive)

- "/greet <name>" → Prints "Hello, <name>!"
- o "/roll <num>d<sides>" → Roll <num> dice with <sides> and returns a
- "/echo <message>" → Prints the message back
- "/quit" → Exits the program
- Challenge 2: Print an error for unrecognized commands
- Challenge 3: Print errors for invalid command formats (when applicable)
- Add code to solve the problem (add/commit as needed)

Part 1:

Progress: 100%

Details:

Two screenshots are expected

- Snippet of relevant code showing solution (with ucid/date comment)
- Full output of executing the program (Capture 3 variations of each command except "/quit")

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snippet of code challange 2

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continue snippet of code challange 2

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output of challange 2 code



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https://github.com/ap2869/

homework/M3/SlashCommandHandler.java

■ Part 3:

Progress: 100% Details: Briefly explain how the code solves the challenges (note: this isn't the same as what the code does)

Your Response:

/ if (command.startsWith("/echo")) for each slash command a / is assigned and once a slash command is chosen it goes to its assigned code, a if /echo is assigned a message is given ifgreet is assigned a gretting is given if /dice is assigned a dice is rolled, the user inputs the side a and how many dice, and if /quit is assigned the program quits ans gives a goodbye message

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Section #3: (3 pts.) Challenge 3 - Mad Libs Generator

Progress: 100%

challenges

Progress: 100%

Details:

- Don't adjust the give code unless noted
- Ensure you have the stories folder with the 5 stories
- Challenge 1: Load a random story from the "stories" folder
- Challenge 2: Extract each line into a collection (i.e., ArrayList)
- Challenge 3: Prompts user for each placeholder (i.e., <adjective>)
 - Any word the user types is acceptable, no need to verify if it matches the placeholder type
 - Any placeholder with underscores should display with spaces instead

Any placeholder with anderscores should display with spaces instead

- Challenge 4: Replace placeholders with user input (assign back to original slot in collection)
- Add code to solve the problem (add/commit as needed)

Part 1:

Progress: 100%

Details:

Two screenshots are expected

- Snippet of relevant code showing solution (with ucid/date comment)
- 2. Full output of executing the program (Capture the process for at least 2 stories)

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```

snippet of code challange 3

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**Rubning Froblem 4 for [appxew] [2825-86-16125:28:87.734945]

**Story Picked: Story: 1.7538 Libs generator that replaces placeholders dynamically.

**Story Picked: Story: 1.7538 Libs generator that replaces placeholders dynamically.

**Please write a dejective:

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**Please write a food:

**Please write a adjective:

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```

output of challange 3 code



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⇔ Part 2:

Progress: 100%

Details:

Direct link to the file in the homework related branch from Github (should end in .java)

URL #1

https://github.com/ap2869/

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homework/M3/MadLibsGenerator.java



https://github.com/ap2869/IT-114



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=> Part 3:

Progress: 100%

Details:

Briefly explain how the code solves the challenges (note: this isn't the same as what the code does)

Your Response:

pretty simple the code gets a random file from the "stories" in an array list get the lines from the story that was chosen, and replaces and input the words that have < > with words that the user has to input, once that happened the word is replaced, the user is asked to enter an adajetive, verd, animal, etc. with that a mad lib is formed.



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Section #4: (1 pt.) Misc

Progress: 100%

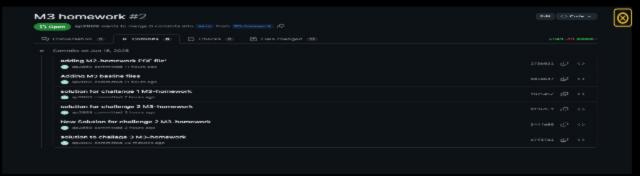
Progress: 100%

Part 1:

Progress: 100%

Details:

From the Commits tab of the Pull Request screenshot the commit history Following minimum should be present



snippet of commit history

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⇔ Part 2:

URL #1

Progress: 100% Details: Include the link to the Pull Request (should end in /pull/#)



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Task #2 (0.33 pts.) - WakaTime - Activity

Progress: 100%

Details:

- · Visit the WakaTime.com Dashboard
- Click Projects and find your repository
- · Capture the overall time at the top that includes the repository name
- Capture the individual time at the bottom that includes the file time
- Note: The duration isn't relevant for the grade and the visual graphs aren't necessary

 $[\otimes]$

Projects IT-114-450

7 hrs 57 mins over the Last 7 Days in IT-114-450 under all branches. 6

snippet of waka time project

Files

Shrs 53 mins
2 hrs 6 mins
1 hr 42 mins
3 mins
1 mins
1 mins
5 mins
1 min

snippet of waka time files

6

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Progress: 100%

=, Task #1 (0.33 pts.) - What did you learn?

Progress: 100%

Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

i learned alot from hw3. i actually didnt know about the catch and try method. it becamse very difficult in the beginning. i actually had to do some practice examples outside of the hw to finally get the hang of what was happening. but once i did get the hang of it it was simple. kinda



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=, Task #2 (0.33 pts.) - What was the easiest part of the assignment?

Progress: 100%

Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

the easiest part of the assignment was again the thought process of how i was going to do each assignment. i do have some backgrounf in java .. a few things i already had an idea but most of the things are new to me . but i kept reading and rereading and as it went on it becamse easier and clearer.



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=, Task #3 (0.33 pts.) - What was the hardest part of the assignment?

Progress: 100%

Details:

Briefly answer the question (at least a few decent sentences)

Your Response:

the hardest part of the HW was getting everything to work together. i spent the majority of the time debugging going back and forth on the examples i felt like quiting but i pused through and as i kept going to each assignment it became slighly easier.



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