Creativity

To add further functionality to the project, I decided to add two new functions. The first adds a new friend to the list to simulate a ‘friend request’ or compensate for a friend the user has forgotten to add. This gives the user the opportunity to correct any mistake, perceived or actual, in the results, and allows for further friends to be added. It uses a simple linear search to find the next free space, and adds the new name, taken from a *JTextField*, to the list.

The second function is the ‘random friend’ function, which provides a fun new tool for the user to select any of the current user’s friends at random. This could be useful for decision-making or investigation, and follows a trend seen lately in applications such as Netflix of a ‘shuffle’ function being available. It also demonstrates the manipulation of the friends list data structure, showing that random friends can be retrieved and displayed from it. The range is enforced by using *.length* methods and a count for the occupied spaces within to find how many items in the array are non-null.