06.06 Module Project Proposal

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| **I plan to modify the assignment for Lesson Number \_\_N/A\_\_\_\_** N/A |
| **I plan to write an entirely new program.**  I am going to write a program that is like mad libs where the user can input nouns, adjectives, verbs, adverbs to write a funny story. It will use the Scanner to receive text and input from the user. Then I will place what the user wrote into one large story which I hope is humorous. |
| **Instructor Comments**         Instructor Approval: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **Academic Integrity Agreement:** The work I submit will be my own. I will not receive improper assistance from another student or anyone knowledgeable of programming, and I will not use code from any other source. I am aware of the specific Academic Integrity policies that apply to my work in this course and understand that not following these policies will have serious consequences that have been shared with me.  Student Name: \_\_\_\_\_Brendon Ho\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_7/6/17\_\_\_\_\_\_\_\_\_\_ |

* Reflection Questions:
  + My growth as a programmer:
    - From designing an algorithm to printing to the console to processing numbers to working with strings and finally working with interactivity. I have learned a lot in a short period of time. Although it is the foundation of programming, it was a lot of stuff to learn and I am glad that I was successful.
  + One way an assignment can be modified:
    - One assignment that I think can be modified is the processing numbers activity. In my opinion, the instructions for the table were a bit vague and confusing. I would use an alternative solution instead of a table.
  + One way an assignment is related to real life:
    - I found interactivity extremely related to real life. Users will no doubt find an app where they need to input data or text and get feedback. When users login or create an account, there is interactivity. When users purchase items, there is interactivity.
* The DBA Overview:
  + We talked about the purpose of this module. Why it was important. We also talked about the differences between String, Char, Int and Double. In addition we talked about the importance of spaces and commenting. Finally, we talked about about type casting and how to use it.
* Pseudocode:
  + Make an input statement with the Scanner class.
  + Make the next prompt ask for a noun with a console output. Then use the .nextLine method to get input.
  + Make the next prompt ask for a verb with a console output. Then use the .nextLine method to get input.
  + Make the next prompt ask for a adjective with a console output. Then use the .nextLine method to get input.
  + Make the next prompt ask for a noun with a console output. Then use the .nextLine method to get input.
  + Make the next prompt ask for a verb with a console output. Then use the .nextLine method to get input.
  + Make the next prompt ask for a adverb with a console output. Then use the .nextLine method to get input.
  + Make the first prompt ask for a verb with a console output. Then use the .nextLine method to get input.
  + Output the story and the input variables to the console to make something funny.