3460:209 Assignment 3-B

# **Assignment 3-B: Madlibs**

**Overview**

The purpose of this assignment is to make sure that you know how to write a program that does basic input, output, flow of control and/or calculations.

**PROGRAM SPECIFICATION**

For the assignment, we will write a program that has some fun with madlibs. *Mad libs* is a word game where a player is prompted for a list of words which are then substituted for blanks in a story. The often comical or nonsensical story is then read aloud for the amusement of the participants.

Write a program that prompts the user for each of the following items (all stored as strings except for the one numeric item in **boldface**):

|  |  |  |
| --- | --- | --- |
| **Variable name** | **Description** | **Examples** |
| name | A proper first name | Jacob, Sophia, Harry, Amelia, … |
| noun | A plural noun | Cows, sheep, gold, CDs, … |
| **number** | **Some arbitrary integer** | **123, 314, …** |
| bodyPart | Part of the anatomy | Head, shoulder, arm, leg, … |
| verb | A verb | Run, jump, skip, dance, … |

For purposes of this program each input string must be only one word; spaces in the middle will not work yet.

Once you have all inputs work them into the output story, like so:

|  |
| --- |
| The famous explorer ***name*** had nearly given up a life-long quest to find the Lost City of ***noun*** when one day the ***noun*** found the explorer.  Surrounded by ***number*** ***noun***, a tear came to ***name***’s ***bodyPart***. After all this time, the quest was finally over. And then, the ***noun*** promptly devoured ***name***.  The moral of the story? Be careful what you ***verb*** for. |

The format should match the above example.

Note – validation is not required for this program. Hint – all the words (strings) can be input using cin >> because they are limited to be one word only (no spaces).

Make sure that your programs follow good documentation standards and follow the requirements for assignments. Reference the rubric standards on Brightspace.

Submission Instructions – for programming solutions

On Brightspace, go to the matching Assignments for the ASSGN@-#, where @ is the chapter and # is the number or character of the problem assigned (eg., 5-11 for chapter 5, problem 11), and submit the program (cpp) and any (hpp) files.

*Last updated 5.22.2016 by Will Crissey.*

*Be aware that programming falls under all of the rules of plagiarism. Be careful when using any coding found in the outside world that is not your own. Any evidence of plagiarism is subject to sanctions like forfeits, suspension, and even ejection, as determined by the Department of Student Conduct and Community Standards.*

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