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Object Oriented Programming

First Java Program - Greeting and Fun Fact Java

Java is one of the most popular programming languages and is widely used in the world. With this Java fun fact project, users can get interesting information about the history and features of the Java programming language interactively. The purpose of making this game is to create a simple console-based game that educates users about the history and features of Java interactively. In addition, this project also aims to train Java-based coding and programming skills, especially in the use of arrays, loops, and user input, including myself.

In the process of creating a FunFact program based on the Java programming language, there were several difficulties faced. One of the main challenges is understanding the basic concepts of the Java programming language, especially the use of ArrayList and the random method to display facts randomly. At first, understanding how ArrayList works to store a list of facts felt quite difficult, but with the help of my friend, Arsyia, and ChatGPT, I managed to understand how to add and access data to ArrayList.

In addition, another difficulty faced was the application of color to the console output using the ANSI escape code. The use of this color code requires writing a special syntax that I did not know before. By doing additional research and asking friends, I finally understood how the color code was implemented.

The process of creating this game also involved the use of a while loop to ensure that all facts were displayed before the program ended. At first, I had trouble understanding how to remove elements from the ArrayList after they were displayed, but through guidance and repeated trials, I managed to find the right solution.

The last difficulty was managing user input to ensure that only valid choices were accepted by the program. With the help of ChatGPT, I learned how to use the trim() and toLowerCase() methods to make the input received more flexible and easy to process.

Overall, this coding process provided many new lessons about the basics of Java programming, especially in terms of data management, looping, and interacting with users. The help from Arsyia and ChatGPT was very helpful in understanding concepts that previously felt complicated.