

Dinosaur

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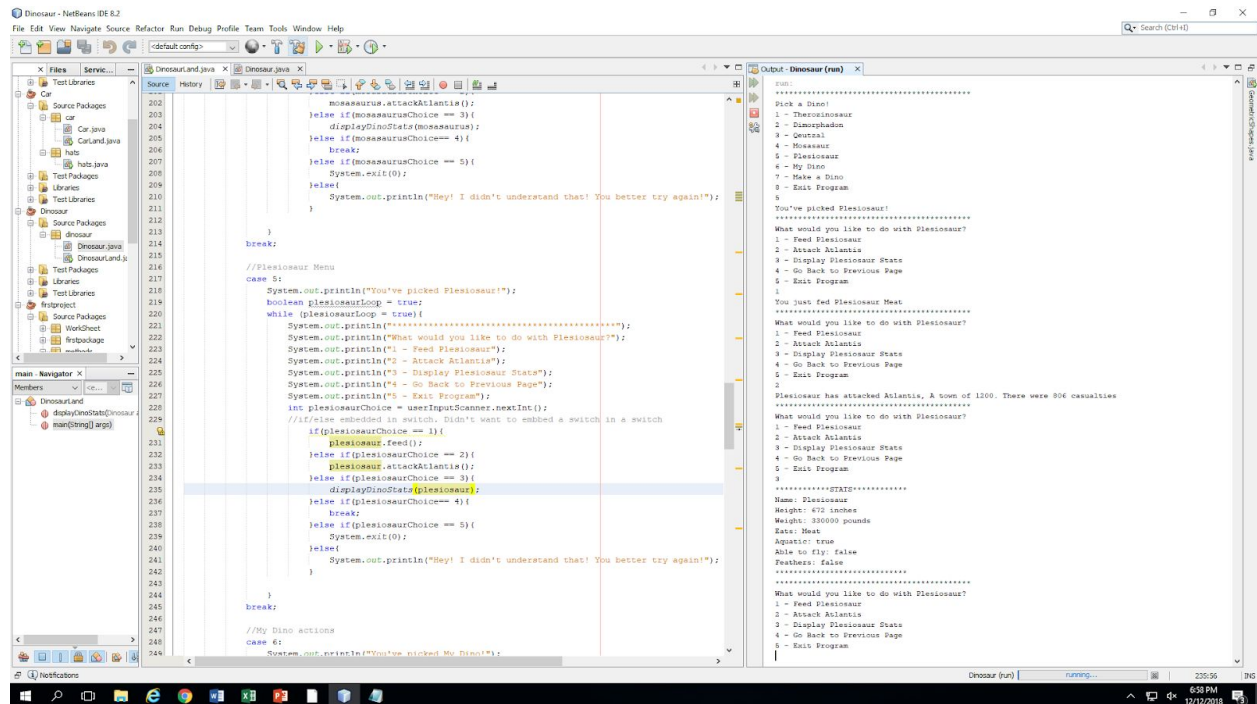
Object Code Link

https://github.com/eric-eames/cit111_ccac/blob/master/Dinosaur.java

Main Code Link

https://github.com/eric-eames/cit111_ccac/blob/master/DinosaurLand.java

I like Dinosaurs, so I made a code about Dinosaurs. Under Dinosaur just holds the blueprint, but the real magic happens in the main code, Dinosaur land. I wanted to make a code that is all about user input where they can make their own Dinosaur object going through the code menu. Also added stats for other Dinos because I wanted to.



The screenshot shows the NetBeans IDE with the `Dinosaur.java` file open. The code is a Java program that simulates a dinosaur game. It includes a `Dinosaur` class with methods for feeding, attacking, and displaying stats. The main method in `DinosaurLand` handles user input and game logic. The output window shows the program's execution, including a menu for choosing a dinosaur, a menu for actions, and the stats of the chosen dinosaur, Plesiosaur.

```
1 //Dinosaur.java
2
3 import java.util.Scanner;
4
5 public class Dinosaur {
6     private String name;
7     private int health;
8     private int attack;
9     private int defense;
10    private int speed;
11
12    public Dinosaur(String name, int health, int attack, int defense, int speed) {
13        this.name = name;
14        this.health = health;
15        this.attack = attack;
16        this.defense = defense;
17        this.speed = speed;
18    }
19
20    public void feed() {
21        health++;
22    }
23
24    public void attack() {
25        health--;
26    }
27
28    public void displayStats() {
29        System.out.println("Name: " + name);
30        System.out.println("Health: " + health);
31        System.out.println("Attack: " + attack);
32        System.out.println("Defense: " + defense);
33        System.out.println("Speed: " + speed);
34    }
35
36    public static void main(String[] args) {
37        Scanner scanner = new Scanner(System.in);
38
39        //Pick a Dino!
40        System.out.println("1 - Theropod\n2 - Ornithomimid\n3 - Coeloph\n4 - Mosasaur\n5 - Plesiosaur\n6 - My Dino\n7 - Make a Dino\n8 - Exit Program");
41
42        int choice = scanner.nextInt();
43
44        switch (choice) {
45            case 1:
46                Dinosaur dinosaur = new Dinosaur("Theropod", 100, 10, 5, 10);
47                dinosaur.displayStats();
48                break;
49            case 2:
50                Dinosaur dinosaur = new Dinosaur("Ornithomimid", 100, 10, 5, 10);
51                dinosaur.displayStats();
52                break;
53            case 3:
54                Dinosaur dinosaur = new Dinosaur("Coeloph", 100, 10, 5, 10);
55                dinosaur.displayStats();
56                break;
57            case 4:
58                Dinosaur dinosaur = new Dinosaur("Mosasaur", 100, 10, 5, 10);
59                dinosaur.displayStats();
60                break;
61            case 5:
62                Dinosaur dinosaur = new Dinosaur("Plesiosaur", 100, 10, 5, 10);
63                dinosaur.displayStats();
64                break;
65            case 6:
66                Dinosaur dinosaur = new Dinosaur("My Dino", 100, 10, 5, 10);
67                dinosaur.displayStats();
68                break;
69            case 7:
70                Dinosaur dinosaur = new Dinosaur("Make a Dino", 100, 10, 5, 10);
71                dinosaur.displayStats();
72                break;
73            case 8:
74                System.out.println("Exit Program");
75                break;
76            default:
77                System.out.println("Hey! I didn't understand that! You better try again!");
78                break;
79        }
80
81        //Plesiosaur Menu
82        case 5:
83            System.out.println("You've picked Plesiosaur!");
84            boolean plesiosaurLoop = true;
85            while (plesiosaurLoop == true) {
86                System.out.println("What would you like to do with Plesiosaur?");
87                System.out.println("1 - Feed Plesiosaur\n2 - Attack Atlantis\n3 - Display Plesiosaur State\n4 - Go Back to Previous Page\n5 - Exit Program");
88                int choice = scanner.nextInt();
89
90                switch (choice) {
91                    case 1:
92                        dinosaur.feed();
93                        break;
94                    case 2:
95                        dinosaur.attack();
96                        break;
97                    case 3:
98                        dinosaur.displayStats();
99                        break;
100                   case 4:
101                       System.out.println("Go Back to Previous Page");
102                       break;
103                   case 5:
104                       System.out.println("Exit Program");
105                       break;
106                   default:
107                       System.out.println("Hey! I didn't understand that! You better try again!");
108                       break;
109                }
110            }
111
112            //My Dino actions
113            case 6:
114                System.out.println("You've picked My Dino!");
115                break;
116        }
117    }
118}
```

Output - Dinosaur (run)

```
1 Pick a Dino!
2 1 - Theropod
3 2 - Ornithomimid
4 3 - Coeloph
5 4 - Mosasaur
6 5 - Plesiosaur
7 6 - My Dino
8 7 - Make a Dino
9 8 - Exit Program
10
11 You've picked Plesiosaur!
12
13 What would you like to do with Plesiosaur?
14 1 - Feed Plesiosaur
15 2 - Attack Atlantis
16 3 - Display Plesiosaur State
17 4 - Go Back to Previous Page
18 5 - Exit Program
19
20 1
21 You just fed Plesiosaur!
22
23 What would you like to do with Plesiosaur?
24 1 - Feed Plesiosaur
25 2 - Attack Atlantis
26 3 - Display Plesiosaur State
27 4 - Go Back to Previous Page
28 5 - Exit Program
29
30 2
31 Plesiosaur has attacked Atlantis. A town of 1000. There were 806 casualties!
32
33 What would you like to do with Plesiosaur?
34 1 - Feed Plesiosaur
35 2 - Attack Atlantis
36 3 - Display Plesiosaur State
37 4 - Go Back to Previous Page
38 5 - Exit Program
39
40 3
41
42 Name: Plesiosaur
43 Height: 472 inches
44 Weight: 330000 pounds
45 Race: Meat
46 Aquatic: true
47 Able to fly: false
48 Feathers: false
49
50 What would you like to do with Plesiosaur?
51 1 - Feed Plesiosaur
52 2 - Attack Atlantis
53 3 - Display Plesiosaur State
54 4 - Go Back to Previous Page
55 5 - Exit Program
56
57 4
58 Go Back to Previous Page
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```

```
case 7:
    System.out.println("You've picked Build your own Dino!");
    boolean myDinoLoop2 = true;
    while(myDinoLoop2 == true){
        System.out.println("What would you like to do?");
        System.out.println("1 - Input My Dino's Name");
        System.out.println("2 - Input My Dino's Height");
        System.out.println("3 - Input My Dino's Weight");
        System.out.println("4 - Make My Dino have Feathers");
        System.out.println("5 - Make My Dino as Aquatic");
        System.out.println("6 - Make My Dino a Flyer");
        System.out.println("7 - Input what your dino eats");
        System.out.println("8 - Display My Dino's Stats");
        System.out.println("9 - Go back to previous menu");
        System.out.println("10 - Exit program");
        myDinoChoice2 = userInputScanner.nextInt();
        //if/else embedded in switch. Didn't want to embed a switch in a switch
        //Seta Dino name. Had problem with .nextLine(); repeating menu, and couldn't find work a
        if(myDinoChoice2 == 1){
            System.out.println("What would you like to name your Dinosaur? (No Spaces):");
            myDino.name = userInputScanner.next();
        }
        else if(myDinoChoice2 == 2){
            //Seta Dino Height
            System.out.println("What is your Dino's height (in inches):");
            myDino.height = userInputScanner.nextInt();
        }
        else if(myDinoChoice2 == 3){
            //Seta Dino weight
            System.out.println("What is your Dino's weight (in pounds):");
            myDino.weight = userInputScanner.nextInt();
        }
        else if(myDinoChoice2 == 4){
            System.out.println("Does your Dino have feathers? True or False");
            myDino.feathers = userInputScanner.nextBoolean();
        }
        else if(myDinoChoice2 == 5){
            System.out.println("Is your dino aquatic? True or False");
            myDino.aquatic = userInputScanner.nextBoolean();
        }
        else if(myDinoChoice2 == 6){
            System.out.println("Can your Dino fly? True or False");
            myDino.canFly = userInputScanner.nextBoolean();
        }
        //User sets what the Dino eats, had troubles with .nextLine() repeating menu
        else if(myDinoChoice2 == 7){
            System.out.println("Does your Dino eat meat or berries? (No Spaces):");
            myDino.food = userInputScanner.next();
        }
        //Display Dino Stats
```

Ideas for code:

Wanted to change it for “myDino” to be able to have a name with spaces, but did not have time to figure it out. Had it originally as `UserInputScanner.nextLine()`; but it repeated the main menu