Submission Worksheet

CLICK TO GRADE

https://learn.ethereallab.app/assignment/IT114-450-M2024/it114-module-3-number-guesser-4/grade/iah89

IT114-450-M2024 - [IT114] Module 3 Number Guesser 4

Submissions:

Submission Selection

1 Submission [active] 6/9/2024 1:46:23 PM

Instructions

^ COLLAPSE ^

Overview Video: https://youtu.be/ej6lWrg9XjE

- Create the below branch name
- Implement the NumberGuess4 example from the lesson/slides
 - https://gist.github.com/MattToegel/aced06400c812f13ad030db9518b399f
 - 2. Add/commit the files as-is from the lesson material (this is the base template).
 - Push the changes to the HW branch and create a pull request to keep open until this assignment is done
- 3. Pick two (2) of the following options to implement
 - Display higher or lower as a hint after a wrong guess (only after a wrong guess that doesn't roll back the level)
 - Implement anti-data tampering of the save file data (reject user direct edits)
 - Add a difficulty selector that adjusts the max strikes per level (i.e., "easy" 10 strikes, "medium" 5 strikes, "hard" 3 strikes)
 - 4. Display a cold, warm, hot indicator based on how close to the correct value the guess is (example, 10 numbers away is cold, 5 numbers away is warm, 2 numbers away is hot; adjust these per your preference) Only display this when the wrong guess doesn't roll back the level
 - Add a hint command that can be used once per level and only after 2 strikes have been used that reduces the range around the correct number (i.e., number is 5 and range is initially 1-15, new range could be 3-8 as a hint)
 - Implement separate save files based on a "What's your name?" prompt at the start of the game (each person gets their own save file based on user's name)
- Fill in the below deliverables
- Save changes and export PDF
- 6. Git add/commit/push your changes to the HW branch

- 7. Create a pull request to main (if not done so before)
- Complete the pull request (don't forget to locally checkout main and pull changes to prep for future work)
- 9. Upload the same PDF to Canvas

Branch name: M3-NumberGuesser-4

Tasks: 5 Points: 10.00

Implementation 1 (4 pts.)



Task #1 - Points: 1

Text: Implementation Evidence

Details:

Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem.

#1) Mention which option you picked



Explanation (required)

Explain the logic of how you solved/implemented the chosen option (concrete details).
Explain how the code works, don't just paste code snippets

PREVIEW RESPONSE

I picked problem #1 to solve first which was "Display higher or lower as a hint after a wrong guess". For this code problem I went into the proccessGuess method where it processes the #2) Add screenshots of the coded





Caption (required) ~

Describe/highlight
what's being shown
Showing implemented
code for problem.
Starts under comment
of ucid.

#3) Show implementation working by



0

Caption (required) 🗸

Describe/highlight what's being shown Showing the output to problem #1

guess when it's entered by the user. I didn't change anything in the if statement for winning or losing, but I added an if statement that proceeds if the user didn't win or lose. This involved a conditional statement that looks if the guess is less than the number, and if it is it will print out a hint saying the number to guess is higher. If this guess < number isn't true it will go to the else which will print out a hint that the number is lower since the guess was greater than the number.

Implementation 2 (4 pts.)



Task #1 - Points: 1

Text: Implementation Evidence

Details:

Code screenshots must have ucid/date shown as a comment in the code.

Explanations must be your own words describing the logic and how the solution code solves the problem.

#1) Mention which option you picked and how you solved it



Explanation (required) <

Explain the logic of how you solved/implemented the chosen option (concrete details). Explain how the code works, don't just paste code snippets

PREVIEW RESPONSE

The first step I did was to go to the processGuess method to where the guess is ran to see if it wins or

#2) Add screenshots of the coded solution (ucid/date must be visible)



loses. In order for the to find out now far away the guess was I need a variable to store the value of the guess subtracted by the number. I decided to call this variable the "remainder" because whatever was leftover from the equation (guess - number) was how far away the guess was. I used int because each guess should be a whole number and also used Math.abs to ensure it's a positive value going into the variable. I then decided to do an else-if adding conditional statements for printing out warm, cold, very hot, etc. I had to determine what should be considered cold and warm or very cold. So I decided to do if the remainder was greater than 10 to print out to the user "Very cold". This could lead them into the direction that they are far off from the number. I went down in increments increasing the sense of "heat" as the remainder variable got closer to 0.

Caption (required) ~

Describe/highlight what's being shown Showing code solution for problem #4

#3) Show implementation working by running the program



Sichose to level 4

I picked a random matter between 1-25, let's see 1f you can guess.

Iye a number and press enter

You guess and

Thac's wrong

Hist: Very Cold

The matter is higher.

Iye a number and press enter

24

You guess 34

Thac's wrong

Hist's wrong

Hist'

Caption (required) ~

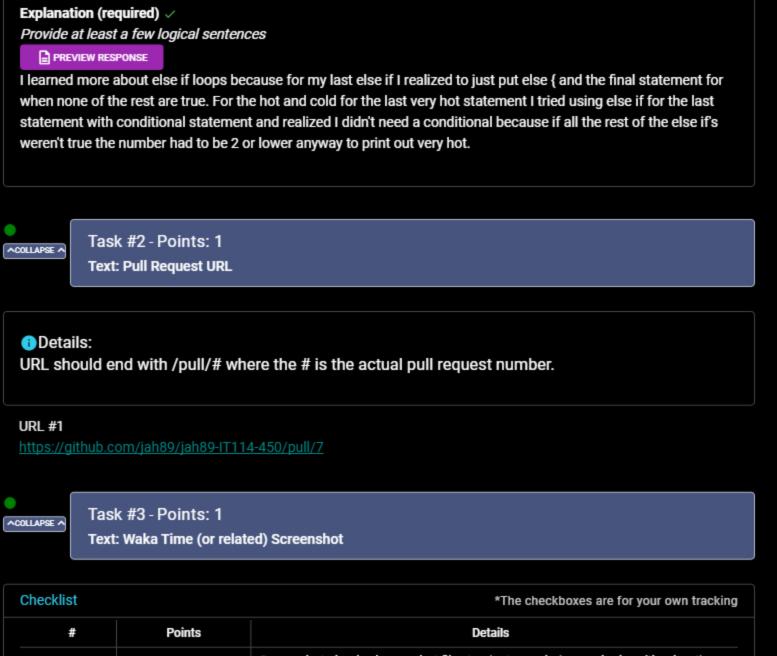
Describe/highlight what's being shown
Showing output for problem #4

Misc (2 pts.)



Task #1 - Points: 1

Text: Reflection



Checklist		*The checkboxes are for your own tracking
#	Points	Details
# 1	1	Screenshot clearly shows what files/project were being worked on (the duration of time doesn't correlated with the grade for this item)

Task Screenshots:

Gallery Style: Large View

Small Medium Large

Branches

Showing total time spent coding on number guesser homework assignment		
Checklist Items (0)		
Projects • jah89-IT114-450		
3 hrs 18 mins over the Last 7 Days in jah89-IT114-450 under all branches.		
Showing total time in past seven days.		
Checklist Items (0)		
End of Assignment		

E III a / IIIIII a Pla-Hullibel Odessei

E III a d IIIII la III la III