

Fortune Teller Console Application Project Rubric Due: Monday, January 25, 2016 5:30 PM 50 Points

Part 1	(10 Points):
	1 Point - Ask the user for the user's first name
	1 Point - Ask the user for the user's last name
	1 Point - Ask the user for the user's age
	1 Point - Ask the user for the user's birth month
	1 Point - Ask the user for the user's favorite ROYGBIV color
	☐ 1 Point - If the user does not know what ROYGBIV is, ask them to enter "Help"
	1 Point - Print "Help" with the quotation marks
	1 Point - "Help" should print a list of the ROYGBIV colors
	1 Point - The ROYGBIV colors list should print one color per line
	1 Point - Ask the user for the number of siblings the user has
Total F	Part 1 Points:/10
Part 2	(10 Points):
	2 Points - If the user's age is an odd number, then they will retire in years, or
	years if their age is an even number.
	2 Points - If the user's number of siblings is 0, then they will live in(location), or 1
	then they will live in(location), or 2 then they will live in (location), or 3 then they
	will live in (location), or more than 3 then they will live in (location).
	3 Points - Depending on which ROYGBIV color is the user's favorite, they will have a
	specific mode of transportation (i.e. car, boat, plane, etc.)
	3 Points - If the first letter of the user's birth month can be found in either their first or last
	name, then they will have \$ in the bank, or if the second letter of the user's birth
	month can be found in either the user's first or last name, then they will have \$ in
	the bank, or if the third letter of the user's birth month can be found in either the user's
	first or last name, then they will have \$ in the bank.
Total F	Part 2 Points:/10
	(5 Points):
	1 Point - The user's fortune should be written as such:
	☐ [First Name] [Last Name] will retire in [# of Years] with [Amount of Money] in the
_	bank, a vacation home in [Location] and a [Mode of Transportation].
	2 Points - After telling the user's fortune, ask the user if they would like to try again. If
_	they would then the program should start over, otherwise the program should end.
	2 Points - Program should be able to handle whether or not a user inputs capital or
<b>-</b>	lowercase letters.
ı otal f	Part 3 Points:/5

## Using this form, submit your final project and fully answer what you used and how you used items from the following categories. All categories must be accounted for. Your responses must be specific to receive full credit. ☐ 4 Points - Loops ■ 4 Points - Conditionals ■ 3 Points - Arrays ☐ 5 Points - Methods & Properties ■ 3 Points - Escaping Characters ■ 3 Points - String Comparisons ☐ 3 Points - Ignoring Case (strings) Total ToolBox Points: /25 Bonus (2 Points): ☐ 1 Point - Give the user the ability to guit the program at any point where the program is looking for user input, by typing "Quit" (should not be case sensitive). The program should print "Nobody likes a quitter..." before ending. ☐ 1 Point - Give the user the ability to restart the program at any point where the program is looking for user input by typing "Restart" (should not be case sensitive). Total Bonus Points: \_\_\_\_/2

**Submission & ToolBox - To Be Completed Individually (25 Points)** 

Submission Link: Click Here

Total Points: /50