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\* Justin Mendes

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\* Unit 1 Activity 1 Program/Question 1

\* This program will display a rhyming triplet and prompt the user to add onto the possible lines

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import java.util.ArrayList;

import java.util.Scanner;

import javax.swing.JOptionPane;

public class Triplets

{

static int menu = 1;

public static void main(String[] args)

{

ArrayList<String> line = new ArrayList<String>();//has to be outside of the loop so it doesn't reset2

//for restarting program

do

{

//Variable Declarations and Initializations

Scanner sc = new Scanner(System.in);

int currentLine = 0, usedLine[] = new int[3];

String userAddedLine = "";

boolean store;

//populating the array with poetry lines

line.add("The goat raced to the hair");

line.add("So it could run the bear");

line.add("But it was a millionaire");

line.add("I didn't go there");

line.add("No more eating pears");

line.add("Jealousy makes notrils flare");

line.add("Too many shirts with rips and tears");

System.out.println("\nTriplet Maker\n============");

//reset or clear the usedLine variable

for(int i = 0; i < 3; i++)

{

store = true;

do//to make sure the same line does not pop up at the same time

{

if (store == true)//so usedLine gets the correct value ONLY once

{

usedLine[i] = currentLine;

}//end if

currentLine = randomWholeNumber(line.size());

store = false;

}//end loop

while(usedLine[0] == currentLine || usedLine[1] == currentLine || usedLine[2] == currentLine);

System.out.println(line.get(currentLine));//to display the poem using the accumulated 3 randomized lines

}//end loop

//to allow for repetitive additions to the poem lines

menu = Integer.parseInt(JOptionPane.showInputDialog(null, "Press 1 to see a new poem\nPress 2 to add a line to the poem maker\nPress anything else to exit", "Menu", JOptionPane.QUESTION\_MESSAGE));

while(menu == 2)

{

userAddedLine = JOptionPane.showInputDialog(null, "Type the line you would like to enter:", "New Poem Line", JOptionPane.QUESTION\_MESSAGE);

menu = Integer.parseInt(JOptionPane.showInputDialog(null, "Press 1 to see a new poem\nPress 2 to add a line to the poem maker\nPress anything else to exit", "Menu", JOptionPane.QUESTION\_MESSAGE));

line.add(userAddedLine);

}//end if

}//end loop

while(menu == 1);

}//end main

public static int randomWholeNumber(int highVal)

{

return (int) (Math.random() \* highVal);

}//end method randomWholeNumber

public static String userLine()

{

String newLine;

newLine = JOptionPane.showInputDialog(null, "Type the line you would like to enter:", "New Poem Line", JOptionPane.QUESTION\_MESSAGE);

menu = Integer.parseInt(JOptionPane.showInputDialog(null, "Press 1 to see a new poem\nPress 2 to add a line to the poem maker\nPress anything else to exit", "Menu", JOptionPane.QUESTION\_MESSAGE));

return newLine;

}//end userLine

}//end class