Assignment Checklist

Unit04-Fortune Teller (10 pts

In this assignment you will create an automatic fortune for the end user by generating random numbers and messages. It will be fun.

Random Number Function

Build a function that generates a random integer using a value sent to it as the upper limit. You will use this function three times in this activity.

- ☐ Build a function
- ☐ Incomming values
- ☐ Returns a random integer

Month Switch

Build a switch that converts a number between 1 and 12 to the month name.

- ☐ Call the random number function
- ☐ Build a switch to generate month names
- ☐ Incomming values
- ☐ Returns a month name

Day

Randomally generate a number bwrween 1 and 30 for the day.

- ☐ Call the random number function
- ☐ Incomming values
- ☐ Returns a fortune string

Tell Fortune

Connect all the values into a string.

- ☐ String contains the month name
- ☐ String contains the day of the month when the event will occur
- ☐ String contains the fortune or fate

Grade

In order to receive a grade for this assignment you must earn 90% of the points listed above.

☐ Pass
☐ Fail