

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

3

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
- Incoming values
- Returns a random integer

Month Switch

3

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
- Incoming values
- Returns a month name

Day

3

Randomly generate a number between 1 and 30 for the day.

- Call the random number function
- Incoming values
- Returns a day number

Fortune Switch

3

Build a switch that converts a number between 1 and 5 to a fortune.

- Call the random number function
- Build a switch
- Incoming values
- Returns a fortune string

Tell Fortune

3

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