

Marissa Piscani

This project will allow the user to participate in a Mad Libs game. The project will start off with an introduction to welcome the user to the game. I will explain the instructions of Mad Libs and how this specific one will work. Then I will import the scanner object. This will be used because throughout the code, the user will be asked to input words when given a certain word of speech. For example, they will be asked to input a noun to the specific story or a verb. The math library will also have to be used throughout this code. The first question the user will be asked is if they want to pick a specific story, or if they want the story to be chosen at random. If the user picks that they want to chose the story, they will have a few story plot lines to choose from. A few stories that I have been thinking about creating is one about Marist, one about the holidays, a love letter and a funny story. If they chose to go random, java will randomly pick a story for the user to play the Mad Libs game with. The user then will be asked to input specific parts of speech based on the story they have chosen. When done, the user will be asked to press enter to read the story that they have created. The program will display back the story after the user replaces all the articles of speech with words of their choice. I will include different methods depending on what type of word they are choosing. I will also create a method to add "an" if they user inputs a word beginning with a vowel and "a" if the user inputs a word beginning with a consonant. I will end this code with a conclusion. I will thank the user for playing and I will ask if they want to play again. If they say yes, the code will start over again. If they user says no I will thank the user for playing again and tell them goodbye.

Is there a graphical user interface for this system? I'm concerned that this could be too simple. Make sure that the implementation represents effort equivalent for a semester project.









