

Project 2 Write-up

This paper will be about my project, project 2, and will talk about what I did as part of the project.

My motivation of doing this project is that my favorite sport is basketball and one of my favorite activities to do is going to a basketball game. Going to a basketball is something that is always fun to do and while I am watching my favorite team, it makes it that much better. Making a program that involves one of my favorite things is something that I found to be a lot fun.

In Project 2, the name of it is Ticket.java. It is a basketball game generator based on the game of the New York Knicks and the Boston Celtics. It first asks in a System.out.println command to say "How many tickets would you like to purchase for the New York Knicks vs Boston Celtics?" After that, there is a Scanner input with an import java.util.Scanner at the top of the page. Next is a double ticket_amount. This allows the user to put in how many tickets they would like to purchase. However, I made the program to only allow the user to purchase 10 tickets. If the user puts in an amount over 10 and they say for example, 43, it would prompt the user in a System.out.println that says "Number should be positive or less than 11, try again". If the user puts in an amount less than 10, they would get an array list of one in a math.Random() statement that multiplies 56 as well and give the user a random set of seats and rows for that ticket. While it generates a ticket with seats and rows, there is an Array that