

Students:

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8.21 Project Eliza (FINAL PROJECT)

Instructor note:

GRADING RUBRIC

100 POINT ASSESSMENT

- 5 Has 2 or more classes
- 10 Greets & Prompts the user: "Hello, my name is Eliza. What is your name?"
- 10 Greets the user by name and initiates dialogue: "Hello . Tell me what is on your mind today in 1 sentence."
- 8 Uses 1st word from user input to form another prompt replacing the the appropriate place holder in the random sentence
- 8 Uses last word from user input to form another prompt replacing the the appropriate place holder in the random sentence
- 10 Uses methods that work with the starter code and the arrays to build the random statements and questions accordingly
- 8 Evaluates punctuation '?' and prompts the user with a question
- 8 Evaluates punctuation '!' and prompts the user with a statement prefixed by "WOW! Dramatic!"
- 8 Evaluates punctuation '.' or any other character and prompts the user with a statement
- 10 Repeats dialogue until user types "EXIT" independent of upper or lower case
- 5 Confirm the user's intention to exit by prompting them if they want to run the session again
- 5 if "YES" independent of upper or lower case
- 5 if "NO" independent of upper or lower case, say "Goodbye, until next time" and exit the application

CMP 167 Project 2 Due Tuesday May 07, 2019

In 1996 there was a program named ELIZA. It parodied a psychotherapist session, such that the user would type sentences and the program used those words to compose a question. Your

project will be similar in concept.

What you need to know to complete the project:

- Use the Scanner class to retrieve input from the user
- Manipulate Strings
- Work with Arrays
- Loops for repetition
- If-Else for logical decision branching
- Using Classes and Methods

Program Details and Requirements:

1. Use the **starter code** to create your PromptBank and modify it to work with your project.
2. Your project should have 2 classes or more. 1 class is the starter code PromptBank, the other is your program's logic.
3. The initial greeting should say "Hello, my name is Eliza. What is your name?"
4. The user should enter their name.
5. Then the program should greet the user by name and prompt them for input related to the therapy session "Hello . Tell me what is on your mind today in 1 sentence."
6. When the user submits their sentence your program should read in the line
7. It should use the 1st word and last word from that line to form another prompt to the user by plugging those words into a statement or question randomly selected from the relevant array.
8. Create methods that work with the starter code to replace BLANK1 and BLANK2 with the words from the line
9. If the sentence the user enters ends with a '?', the program should prompt the user with a question built using the 1st word and last word of their line.
10. If the sentence the user enters ends with a '!', the program should prompt the user with a statement that starts with "WOW! Dramatic! " followed by the rest of the statement built using the 1st word and last word of their line.
11. If the sentence the user enters ends with a '.' or any other character, the program should prompt the user with a statement built using the 1st word and last word of their line.
12. This process should be repeated until the user types "EXIT" as a response When the user types "EXIT" the user should be asked if they want to run the session again.
 - If they say yes, upper or lower case, run the program from the beginning"
 - If they say no, upper or lower case, say "Goodbye, until next time"
13. Some of the things you'll need to do to get the Project to work:
 1. Initialize your arrays to the appropriate length.
 2. Modify the existing methods in the starter code to populate the arrays by following the code comments
 3. Create methods to replace BLANK1 and BLANK2 in the sentence trunk you got from the array

Example:

ELIZA: Hello, my name is Eliza. What is your name?
USER: WonderWoman
ELIZA: Hello, WonderWoman. Tell me what is on your mind today in 1 sentence.
USER: Today is Friday.
ELIZA: Today seems important to you, so does Friday. Please tell me more.
USER: Friday is a fantastic day.
ELIZA: Friday and day seem to be on your mind. Let's talk about it.
USER: Why do want me to talk about Friday?
ELIZA: Does Why bother you? How about Friday?
USER: No!
ELIZA: WOW! Dramatic! No and No seem to be on your mind. Let's talk about it.
USER: I want to talk about the project.
ELIZA: I seems important to you, so does project. Please tell me more.
USER: EXIT
ELIZA: Do you want to run the session again?
USER: No
ELIZA: Goodbye, until next time

This work must be submitted via your textbook ZYBooks -- CMP-167: Programming Methods I

No other forms of submission will be accepted.

Your project's main file should be named ProjectEliza.java

LAB ACTIVITY

8.21.1: Project Eliza (FINAL PROJECT)

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Submission Instructions

Compile command

```
javac ProjectEliza.java -  
Xlint:all -encoding utf-8
```

We will use this command to compile your code

Upload your files below by dragging and dropping into the area or choosing a file on your hard drive.

ProjectEliza.java

Drag file here
or
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