

JavaScript Magic Eight Ball Instructions

You've learned a powerful tool in JavaScript: control flow! It's so powerful, in fact, that it can be used to tell someone's fortune.

In this project we will build a [Magic Eight Ball](#) using control flow in JavaScript.

The user will be able to input a question, then our program will output a random fortune.

1	In the first line of the program, define a variable called <code>userName</code> that is set to an empty string. If the user wants, they can enter their name in between the quotation marks.
2	Below this variable, create a ternary expression that decides what to do if the user enters a name or not. If the user enters a name — like <code>'Jane'</code> — use string interpolation to log <code>Hello, Jane!</code> to the console. Otherwise, simply log <code>Hello!</code> .
3	Create a variable named <code>userQuestion</code> . The value of the variable should be a string that is the question the user wants to ask the Magic Eight Ball.
4	Write a <code>console.log()</code> for the <code>userQuestion</code> , stating what was asked. You can include the user's name in the <code>console.log()</code> statement, if you wish!
5	Generate a random number between 0 and 7. Create another variable, and name it <code>randomNumber</code> . Set it equal to this expression, which uses two methods (<code>Math.floor()</code> and <code>Math.random()</code>) from the Math library. <pre>Math.floor(Math.random() * 8);</pre>
6	Create one more variable named <code>eightBall</code> , and set it equal to an empty string. You will save a value to this variable in the next steps, depending on the value of <code>randomNumber</code> .
7	You need to create a control flow that takes in the <code>randomNumber</code> from step 5, and then assigns <code>eightBall</code> to a reply that a Magic Eight Ball would return. Think about utilising if/else or switch statements. Here are 8 Magic Eight Ball phrases that could be used and saved to the variable <code>eightBall</code> : <ul style="list-style-type: none"><code>'It is certain'</code><code>'It is decidedly so'</code><code>'Reply hazy try again'</code><code>'Cannot predict now'</code><code>'Do not count on it'</code><code>'My sources say no'</code><code>'Outlook not so good'</code><code>'Signs point to yes'</code> If the <code>randomNumber</code> is 0, then save an answer to the <code>eightBall</code> variable; if <code>randomNumber</code> is 1, then save the next answer, and so on. If you're feeling creative, make your own responses!
8	Write a <code>console.log()</code> to print the Magic Eight Ball's answer, the value of the <code>eightBall</code> variable.
9	Stretch & Challenge

Run your program a few times to see random results appear in the console!

If you want extra practice:

- If you started with a `switch` statement, convert it to `if/else if/else` statements.
- If you started with `if/else if/else` statements, convert them to a `switch` statement.