CS 249: Assignment 03

Programming Assignments (95%)

Narrator.java

Create a java file with a public class Narrator. The purpose of this class is to generate narration cards (each of which hold at most 4 lines of text). Each card is surrounded by a boundary character, and all text is centered. Cards have a maximum width of **50 characters**. It will have the following public methods (note that some of these are NOT directly used SilentFilm):

- public Narrator(String [] lines, char boundaryChar)
 - Stores the lines and boundary character
 - o WARNING: when storing the lines, remember to:
 - Reallocate the instance variable
 - Copy the individual array values
 - Do NOT just do: this.lines = lines
 - I would suggest calling setLines() here
- public char getBoundaryChar()
 - o Returns the boundary character
- public String getLines()
 - Returns a SINGLE String that concatenates the lines, with a newline "\n" at the end of each line.
- public void setBoundaryChar(char boundaryChar)
 - Stores the boundary character
- public void setLines(String [] lines)
 - o Stores the lines, BUT remember to:
 - Reallocate the instance variable
 - Copy the individual array values
 - Do NOT just do: this.lines = lines
- public String generateBoundaryLine()
 - Returns a String with 50 boundary characters followed by a newline
- public String generateCenteredLine(String text)
 - Returns a String with a CENTERED line of text flanked by the boundary character, ending in a newline.
 - You can assume that the text will never be too large to fit (i.e., never over 48 characters).
 - o To do this:
 - Start with an empty String (or you can use StringBuilder)
 - Append a boundary character

- Compute how many total spaces will be needed: 50 (length of text) 2
- Get half of the total number of spaces (using integer division)
- Get the second half of spaces by: (total spaces) (first set of spaces)
- Append the first half of spaces
- Append the text
- Append the second half of spaces
- Append the boundary character
- Append a newline
- Return the String
- public String toString()
 - This returns a String with a set of narration cards.
 - NOTE: This function does NOT print anything out! In other words, DON'T use
 System.out.println here!!!
 - Each card will have the following dimensions:
 - 50 characters in width
 - 8 lines in height
 - Start with an empty String (or you can use String builder)
 - o For every 4 lines:
 - Append a boundary line
 - Append a centered line with an empty String (basically a blank line flanked by boundary characters)
 - Compute how many lines are left at this point
 - If the number of lines left are less than 4:
 - Line count will be however many lines are left
 - Extra line count will be 4 (lines left)
 - Otherwise:
 - Line count will be 4
 - Extra line count will be zero
 - Append (line count) number of lines from your array of lines
 - Append (extra line count) number of blank lines
 - Append a single blank line regardless
 - Append a boundary line
 - Return the single String containing all of these narration cards

SilentFilm.java

The purpose of this program is to ask the user for information for their Narrator, and then print out the final set of cards. Create a class SilentFilm, and add these methods (both are public and static):

- public static Narrator askForNarration(Scanner input)
 - o WARNING: Scanner input has ALREADY been created! Do NOT create a new one here!
 - Print "Enter boundary character:" using System.out.println().
 - Get the boundary character as the first character of the nextLine() from the Scanner object.
 - NOTE: You may assume the user will NOT enter an empty line.
 - o Print "Enter number of lines:" using System.out.println().
 - Get the number of lines by:
 - Reading in the next String LINE using nextLine()
 - Using Integer.parseInt() to convert this line to an integer
 - Create a String array with the appropriate number of Strings (allLines).
 - Print "Enter lines:" using System.out.println().
 - o In a loop, read in the correct number of lines from the user using nextLine() on the Scanner object and store each line in the String array *allLines*.
 - o Create a new Narrator object using *allLines*, and boundary character.
 - o Return the newly-created Narrator object.

- public static void main(String [] args)

- o Create a Scanner object to read from System.in.
- Create a Narrator object using askForNarrationData(), remembering to grab what the method returns and putting it into a variable n.
- Print " Our story begins..." using System.out.println().
- Print out the narration cards using: System.out.println(n)

Example Runs (user input highlighted in blue):

```
Enter boundary character:
Enter number of lines:
Enter lines:
Our story begins...
Enter boundary character:
Enter number of lines:
Enter lines:
Our story begins...
Enter boundary character:
Enter number of lines:
Enter lines:
Our story begins...
Enter boundary character:
Enter number of lines:
Enter lines:
Somebody
Once told me
The world was gonna roll me
I ain't the sharpest tool in the shed...
Our story begins...
용
              Somebody
            Once told me
용
       The world was gonna roll me
용
   I ain't the sharpest tool in the shed...
```

```
Enter boundary character:
Enter number of lines:
Enter lines:
A long time ago
in a galaxy far, far away...
STAR WARS
Our story begins...
$
           A long time ago
       in a galaxy far, far away...
$
$
$
$
             STAR WARS
                                $
$
                                $
$
$
Enter boundary character:
Enter number of lines:
Enter lines:
Space: the final frontier
These are the voyages of the starship
Enterprise
Its five-year mission:
to explore strange new worlds;
to seek out new life and new civilizations;
to boldly go where no man has gone before!
Our story begins...
Space: the final frontier
                                @
a
@
                                a
   These are the voyages of the starship
             Enterprise
a
         Its five-year mission:
                                a
a
      to explore strange new worlds;
                                (a
 to seek out new life and new civilizations;
                                9
@
  to boldly go where no man has gone before!
```

Testing Screenshot (5%)

Submit a screenshot showing the results of running the test program(s).

Grading

Your OVERALL assignment grade is weighted as follows:

- 5% Testing results screenshot
- 95% Programming assignments

For the **PROGRAMMING** portion of the assignment, in addition to the usual penalties:

Issue	Penalty (in %)
Narrator.java missing / not implemented	70
SilentFilm.java missing / not implemented	30
Narrator.java not properly implemented	35
SilentFilm.java not properly implemented	15