Oracle of Fate: Java-based Fate Predictor

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I. Background and Description

Oracle of Fate is designed to simulate the classic Magic 8 Ball toy using Java. The primary purpose of this application is to provide users with a fun and entertaining way to seek random answers or advice to their questions. Using Java's functionalities, the application replicates the behavior of shaking the Magic 8 Ball and receiving a random response.

Capabilities:
The desktop application is capable of offering random responses similar to those of a traditional Magic 8 Ball. Users can input their questions through a user-friendly interface and receive instant, randomized responses that mimic the experience of using the physical toy. The application incorporates Java's randomization features to ensure varied and unpredictable answers, enhancing the amusement for users.

- Randomized Responses: Through an intuitive user interface, users can input their questions, triggering the application's Java-based randomization features. These features ensure a diverse array of responses, mimicking the unpredictable nature of the physical Magic 8 Ball.
- Variety in Responses: Leveraging Java's functionalities, the application draws from a predefined set of 20 responses, carefully balanced into 10 affirmative, 5 neutral, and 5 negative answers. This variety enhances the authenticity of the experience, offering users a diverse range of possible outcomes.

Function:
The core function of the Oracle of Fate lies in its ability to recreate the whimsical experience of interacting with a Magic 8 Ball in a digital environment.

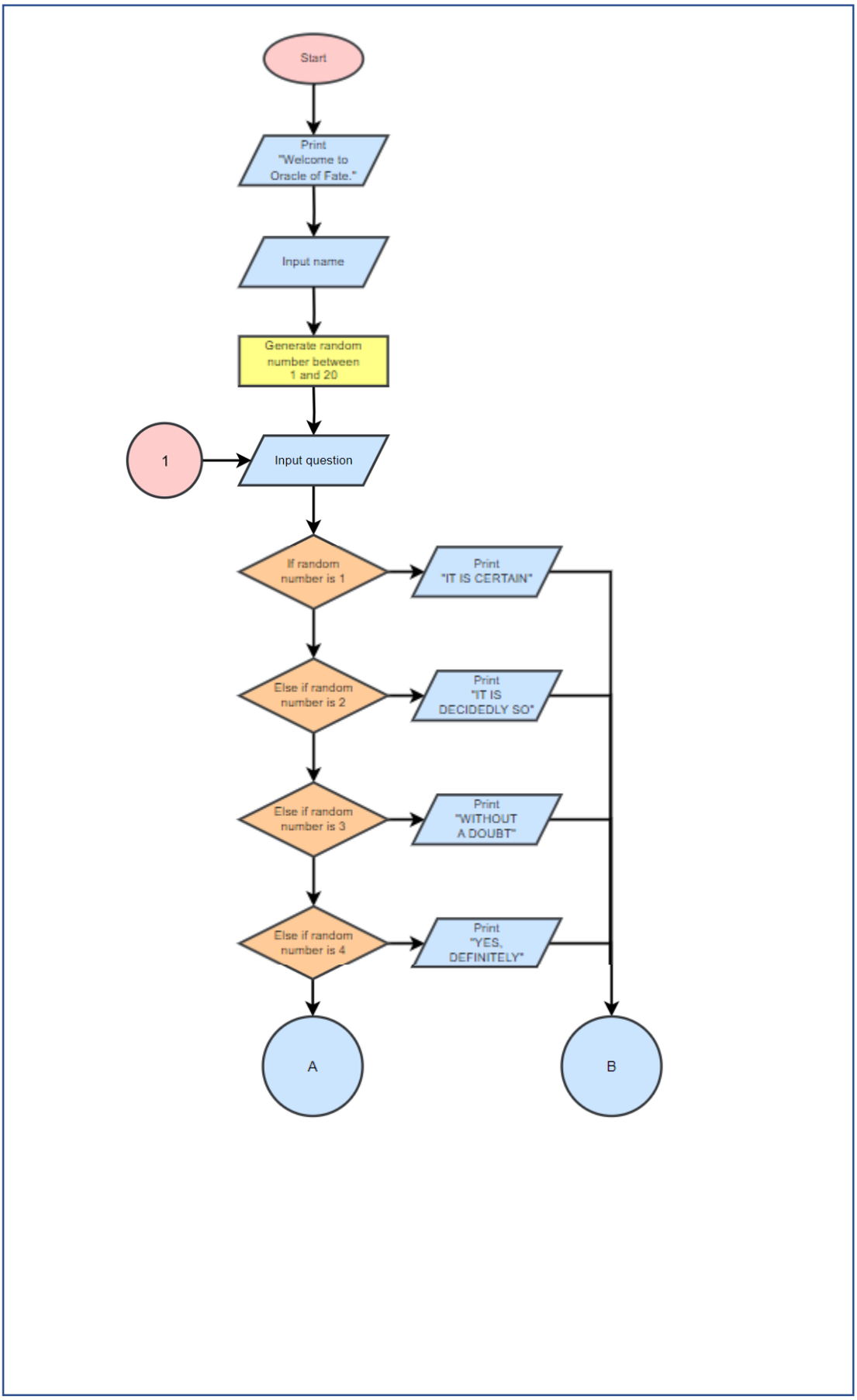
- Randomized Response Generation: Upon user input, the application harnesses Java's randomization features to select a response from the predetermined set. This emulates the act of shaking the physical toy and eagerly awaiting its mysterious answer.
- Entertainment and Nostalgia: Designed primarily as an entertainment tool, the Oracle of Fate aims to evoke nostalgia and amusement. It seeks to transport users back to the playful moments associated with seeking guidance from the Magic 8 Ball, fostering a lighthearted and engaging experience.

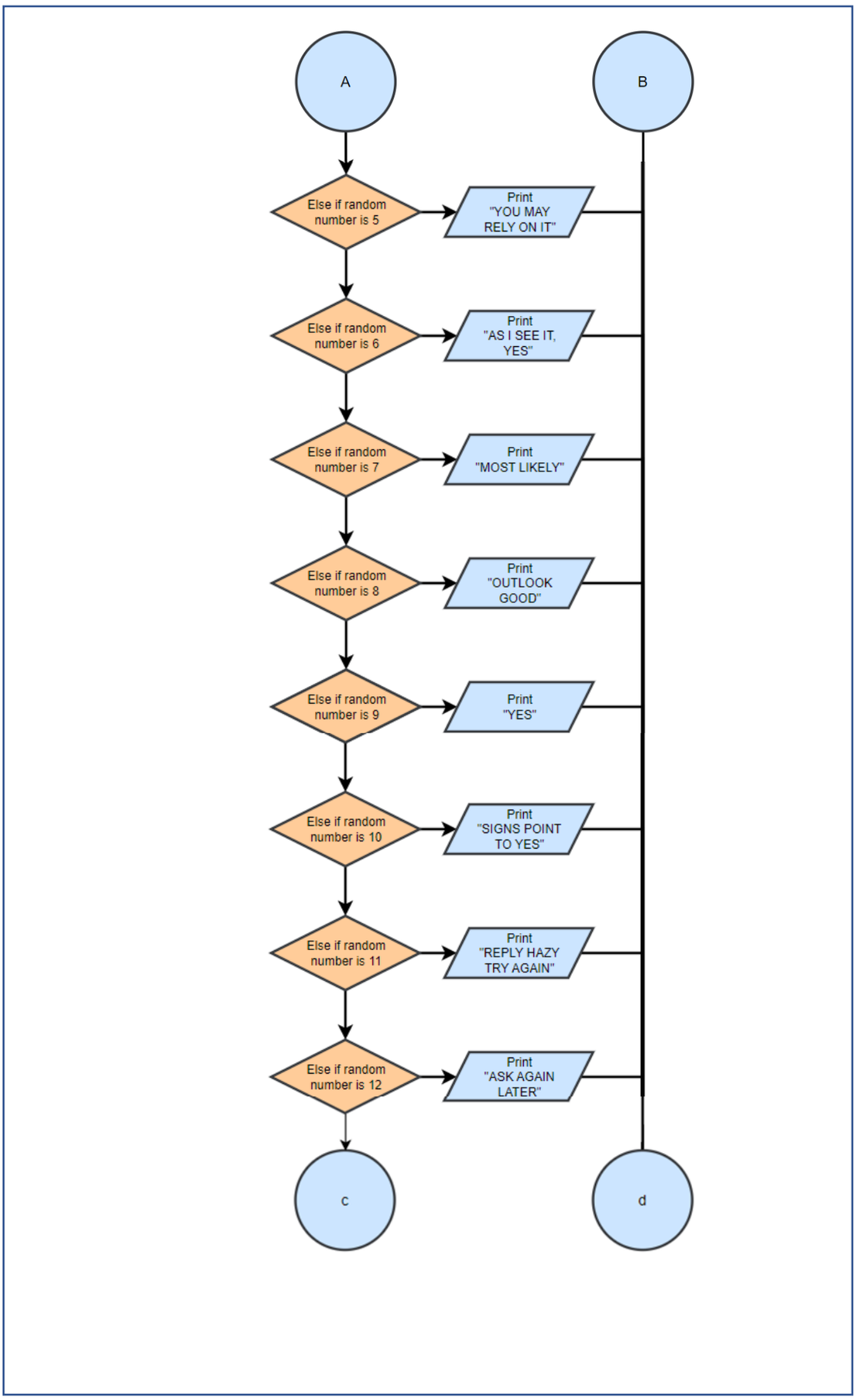
Limitations:
Despite its captivating allure, the Oracle of Fate has certain limitations that users should acknowledge.

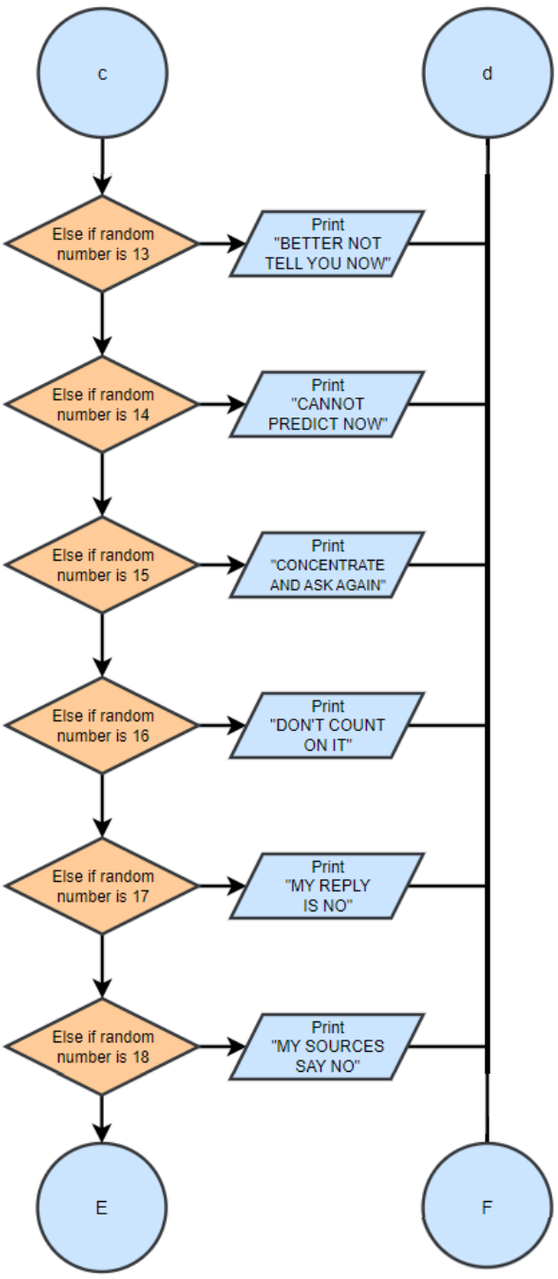
- Lacks Predictive or Accurate Insights: It's important to recognize that the application does not possess genuine predictive capabilities or the ability to offer accurate guidance. Its responses are based on randomization, making it unsuitable for serious decision-making or seeking genuine advice.
- Entertainment Tool, Not Advisory: The Oracle of Fate exists purely as a novelty and entertainment tool. Users should refrain from relying on its whimsical responses for significant decisions, as its purpose is to entertain rather than provide credible advice or predictions.

By understanding these delineated capabilities, function, and limitations, users can engage with the Oracle of Fate with an appreciation for its intended purpose to delight and entertain through its whimsical mimicry of the revered Magic 8 Ball.

II. Program Logic Flow




A
B
Else if random number is 5
Print "YOU MAY RELY ON IT"
Else if random number is 6
Print "AS I SEE IT, YES"
Else if random number is 7
Print "MOST LIKELY"
Else if random number is 8
Print "OUTLOOK GOOD"
Else if random number is 9
Print "YES"
Else if random number is 10
Print "SIGNS POINT TO YES"
Else if random number is 11
Print "REPLY HAZY TRY AGAIN"
Else if random number is 12
Print "ASK AGAIN LATER"
c
d


c
d
Else if random number is 13
Print "BETTER NOT TELL YOU NOW"
Else if random number is 14
Print "CANNOT PREDICT NOW"
Else if random number is 15
Print "CONCENTRATE AND ASK AGAIN"
Else if random number is 16
Print "DON'T COUNT ON IT"
Else if random number is 17
Print "MY REPLY IS NO"
Else if random number is 18
Print "MY SOURCES SAY NO"
E
F

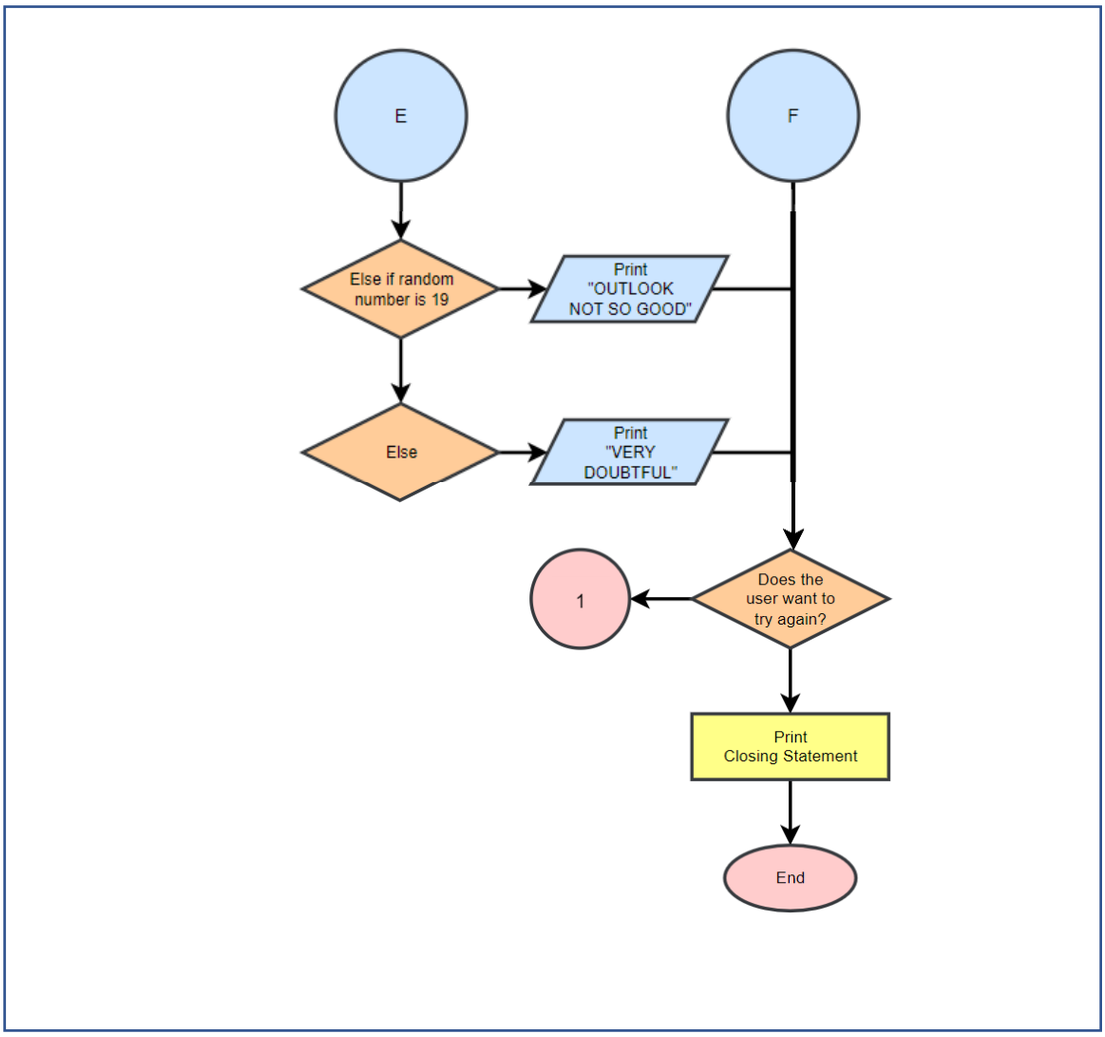


Figure 1. *Oracle of fate Flow Chart*

Figure 1 illustrates the structured sequence of operations within the Java console program for the Magic 8 Ball application. Commencing with a warm welcome message inviting user interaction, the program proceeds to prompt the user for their name for a personalized experience.

Following this initialization, the program utilizes a random number generator to produce a numerical value between 1 and 20. Subsequently, the user is encouraged to ask a question to which the Magic 8 Ball will provide an answer.

The "Check random number" decision block, a pivotal section that evaluates the generated number. This decision point effectively steers the program's trajectory, leading to varied responses based on the specific value detected.

Each path from this decision block corresponds to a unique response outcome, encompassing affirmative, neutral, or negative answers based on the determined value range.

III. Repository

Instructions: Create a GitHub repository for your desktop application. Ensure that all files (i.e., Java, JPEG/ PNG) are included in the repository. Name your repository in this format: *desktopappname-section-ctcc0213*. For instance, you have created a food delivery application, repository name shall be like this: *fooddelivery-sd1a-ctcc0323*. Make sure it is a *public* repository. Include the username and repository name on the space below. Replace the blue text.

Sample: thommsanchez/foodieapp-sd4a-ictc1117

Repository Name: **tyronejoshtang-o/magic8ball-nw1h-ctcc0213**