**SECTION : 3**

**Your goal is to create a program similar to JavaLibs. Write a story where certain parts of the resulting story text are modified by the  
user’s input. Prompt the user for various inputs.  
You may accept user any number of ways, including a JOptionPane, or Scanner input from the console. However, choose only one  
method. Don’t use multiple methods of accepting input. Similarly, if you use JOptionPane to get input, use JOptionPane to show  
the resulting story.  
When you output your story, make sure your all your text is visible at the same time. It’s not ok for text to be too long for your computer  
screen or output window. Your story will need to be spread across several lines instead of being printed in one giant line of output.  
This helps keep your output clean and your program more user friendly.  
It’s ok for your program to crash if the user inputs inappropriate data. In other words, It’s ok if your program crashes because you’ve  
expected the user to input a number, when they’ve instead input a String. We’ll cover exception handling later in the course.  
Your program must also do the following:  
• Accept at least 1 input, to be parsed as a String  
• Accept at least 1 input, to be parsed as an int  
• Accept at least 1 input, to be parsed as a double  
• Use at least 1 input in a question for the user  
• Do math with at least 1 int input  
• Do math with at least 1 double input  
• Accept at least 10 total inputs  
It’s ok for this problem set to write your entire program within the main method.  
The JavaLibsPractice.java file is available to help you get started.**

import javax.swing.JOptionPane;

public class JavaLibsPractice

{

public static void main(String[] args)

{

String name = JOptionPane.showInputDialog("Enter your name:");

String ageInput = JOptionPane.showInputDialog("Enter your age:");

int age = Integer.parseInt(ageInput);

String heightInput = JOptionPane.showInputDialog("Enter your height in meters:");

double height = Double.parseDouble(heightInput);

String favoriteColor = JOptionPane.showInputDialog("What's your favorite color?");

String hobby = JOptionPane.showInputDialog("What's your hobby?");

String city = JOptionPane.showInputDialog("What's your city?");

String dreamJob = JOptionPane.showInputDialog("What's your dream job?");

String petName = JOptionPane.showInputDialog("What's your pet's name?");

String favoriteFood = JOptionPane.showInputDialog("What's your favorite food?");

String favoriteNumberInput = JOptionPane.showInputDialog("What's your favorite number?");

int favoriteNumber = Integer.parseInt(favoriteNumberInput);

int ageInFiveYears = age + 5;

double heightInCm = height \* 100;

String story = "Once upon a time, there was a person named " + name + " who lived in " + city + ".\n"

+ name + " was " + age + " years old and loved the color " + favoriteColor + ".\n"

+ "In 5 years, " + name + " will be " + ageInFiveYears + " years old!\n"

+ name + " was " + height + " meters tall, which is " + heightInCm + " cm.\n"

+ "During the day, " + name + " would often engage in their favorite hobby: " + hobby + ".\n"

+ name + " also dreamed of becoming a " + dreamJob + " one day.\n"

+ "Every night, " + name + " would enjoy eating " + favoriteFood + " with their pet, " + petName + ".\n"

+ "Oh, and " + name + "'s favorite number is " + favoriteNumber + "!";

JOptionPane.showMessageDialog(null, story);

}

}