

Computer Science I Lab

CMSC 120

- String/Input

Topics

- Keyboard input
- Random numbers
- String manipulation

Goals

- Read input from the console with Scanner
- Generate random numbers using the Random class
- Manipulate strings
- Practice programming, debugging, and testing

Problems
and
Programs

Design, develop, compile, debug, execute, and test Java programs to do the following:

Required

1. Use multi-line comments for this lab! (Write your name, Lab 4, and your section (113 or 114))
2. Import the **Scanner** class. Create a new **Scanner** object and pass it **System.in**.
3. Prompt for the user's name and store their "adventure" name (an uppercased version of every letter but the first in their name, for example *YAN* for *Ryan*) in a properly typed variable.
4. Display:

You awaken in a dark cave. A deep voice echoes throughout,
"Welcome *NAME*"
5. Ask the user which direction they'd like to move and store that direction in a variable.
6. Create a new **Random** object.
7. Generate and store a random number between **1** and **7** (inclusive.)
8. Inform the user that they moved in the direction from #4 and that they found a level *random number (from #6)* sword! (Be as descriptive as you can.)

Optional (not really)

9. Come up with a couple more ideas for your game (including prompting for an **integer** value) and incorporate them into this lab.