

Forum:[Hack Forums](#)

Thread: [Morning Stretches](#)

Psifour - June 29, 2014, 7:59 am

I saw an image posted by Bonfire earlier that he got off of /g/. It got me thinking that the best way to learn is by doing so this thread is no available to assist programmers of a variety of skill levels with any task in the following graphic. I will be doing these tasks as well to keep my fingers busy today. Anyone else who feels confident in their ability is welcome to discuss these mini-projects and any of the more complex problems they are having.

Spoiler ([Click to View](#))

[IMG]<http://s21.postimg.org/pyoprmtc7/Challenges.png>[/IMG]

However there are some ground rules:

- 1) You will receive help proportional to the effort you put in. If your current code is just a main() with no content I will probably not even reply.
- 2) You will NOT receive completed code and all code should be posted in spoiler tags to prevent ruining other's chance to learn for themselves.
- 3) Try to keep flaming of other programmers (even newbies) to a minimum as this thread is meant to be an encouraging environment.

Also I will substitute the graphic with a smaller one once I wake up a bit more.

If you are having trouble choosing one of them to start on try this link for a random number
<http://www.random.org/integers/?num=1&min=0&max=99&col=1&base=10>

-Base- - June 29, 2014, 8:05 am

When did your name become !LiNuXCQGns?

Psifour - June 29, 2014, 8:11 am

(Jun 29, 2014 08:05 AM)Baseball435 Wrote: [\[CITE\]](#) When did your name become !LiNuXCQGns?
If you read the text above you would see I state that this isn't my image. I also left the created by statement intact as LiN made a pretty good list. I usually try to make is obvious when something isn't my work, but I always forget that people don't read text in posts under the tutorial tag. :D

00-04 Complete, Now for some breakfast.

Ben121 - June 29, 2014, 8:41 am

I did 22-Sudoku solver a few years ago, if you want a slightly bigger challenge than that, create a killer sudoku solver :)

Good luck

Psifour - June 29, 2014, 8:42 am

(Jun 29, 2014 08:41 AM)Ben121 Wrote: [\[CITE\]](#) I did 22-Sudoku solver a few years ago, if you want a slightly bigger challenge than that, create a killer sudoku solver :)

Good luck

I've done more than a few of these at various points in my learning process. I am purposefully not reusing any code from my old projects though as that would cheapen the enjoyment of this :D

Ben121 - June 29, 2014, 8:56 am

(Jun 29, 2014 08:42 AM)Psifour Wrote: [\[CITE\]](#) I've done more than a few of these at various points in my learning process. I am purposefully not reusing any code from my old projects though as that would cheapen the enjoyment of this :D

Most of them look like fairly fun mini-projects, some of them I think I recognise from project euler and other places.

The chip-8 emulator looks like it could be an interesting one, which reminds me did you look any more at the gamecube ROMs?

Psifour - June 29, 2014, 9:34 am

(Jun 29, 2014 08:56 AM)Ben121 Wrote: [\[CITE\]](#) Most of them look like fairly fun mini-projects, some of them I think I recognise from project euler and other places.

The chip-8 emulator looks like it could be an interesting one, which reminds me did you look any more at the gamecube ROMs?

Yes, I did look into them. They store a file list at an address indicated by the 0x424 byte (1060th byte). Parsing that was simple enough in games that were published directly through Nintendo as there is a certain amount of standardization. My app doesn't handle odd roms or non-US roms very well, but it worked more than well enough to rip the files from Final Fantasy: Crystal Chronicles (which was my main goal). The coding got really ugly towards the end and I will need to clean it up before I consider releasing it publicly.

On that project my current goal is to convert the model/texture files from FF:CC into a format that is readable by blender (preferably the rigging too as I hate rigging models). Once I have that I plan on doing some augmented reality backgrounds for my desktop using the female selkie ('wolfy' hair if any of you are familiar with the hair-styles from that game). I tend to find one or two characters I really love from each game and add them to my backgrounds folder, but there aren't that many good backgrounds featuring the selkie from FF:CC.

Also, I got to play more with the RandomAccessFile class while working on this and it is amazing. For working out of a 1.5GB file there was almost no loading delays. That combined with the ability to write to the file synchronously makes it really neat ("rwd"-mode). It could very easily become my goto method for interacting with files (barring special use cases where things like ObjectOutputStreams would behave better).

Bonfire - June 29, 2014, 11:35 am

Looks good Psifour, I might do some of these challenges myself.

Best of luck to those participating!

Psifour - June 29, 2014, 11:48 am

Added a random number generator link to OP. Also got a 78 from it so guess I am doing the Chip-8 emulator next.

?????? - June 29, 2014, 4:41 pm

Hm. Definitely some stuff I haven't seen before, might do some of these. Definitely look interesting.

Gonna cheat a bit though and do these in Python. I have actual need of learning/getting better at Python rather than Java at the moment.

Psifour - June 30, 2014, 3:42 pm

Ended up just handling the byte-code for the Chip-8 as I don't feel like rendering it's 64x32 screen.
:P

Overall it is a neat little system and resembles the early stages of Java. It was a nice stretch, but didn't allow me to really learn anything new (other than some specifics about chip-8). I would recommend it to anyone who wants practice working with bit-operators and doesn't know why signed v. unsigned can be a problem.

dirtboy123 - July 1, 2014, 3:18 pm

for the random name generator, do you just put a whole list of names in an array? or is there some way to import/call a dictionary of names?

Psifour - July 1, 2014, 4:10 pm

(Jul 1, 2014 03:18 PM)dirtboy123 Wrote: [\[CITE\]](#) for the random name generator, do you just put a whole list of names in an array? or is there some way to import/call a dictionary of names?

My method was to take the top 100 most popular first, middle, and last names and then randomly choose between them. That gives you a million possible names which for most purposes can be considered random. A more complex approach would be to generate names from phonetic rules, but that starts to get into languages in ways I don't understand.

To be specific you can probably find a library that contains name lists, but it will be easier to just make arrays yourself.

dirtboy123 - July 1, 2014, 4:33 pm

(Jul 1, 2014 04:10 PM)Psifour Wrote: [\[CITE\]](#) My method was to take the top 100 most popular first, middle, and last names and then randomly choose between them. That gives you a million possible names which for most purposes can be considered random. A more complex approach would be to generate names from phonetic rules, but that starts to get into languages in ways I don't understand.

To be specific you can probably find a library that contains name lists, but it will be easier to just make arrays yourself.

Okay great! Thank you, and yeah i looked up that phonetic approach and looks a little complex lol
What exactly is number 2 wanting one to do. It says higher/lower | heads/tails. Sorry if it is a really stupid questions lol. I am guessing for the heads/tails part i will just take user input through a scanner and they guess if it will be heads or tails. But what is the higher/lower part mean? --- EDIT: Okay i got it, it is a guessing game :D

arrieFTW - July 1, 2014, 5:16 pm

Did 52,35 a half year ago.

My question about 69 is: Is it possible to convert java-android to php?

Psifour - July 1, 2014, 6:59 pm

(Jul 1, 2014 04:33 PM)dirtboy123 Wrote: [\[CITE\]](#) Okay great! Thank you, and yeah i looked up that phonetic approach and looks a little complex lol

What exactly is number 2 wanting one to do. It says higher/lower | heads/tails. Sorry if it is a really stupid questions lol. I am guessing for the heads/tails part i will just take user input through a scanner and they guess if it will be heads or tails. But what is the higher/lower part mean? --- EDIT: Okay i got it, it is a guessing game :D

My understanding is that it wants you to implement one of those two games. Higher or Lower and Heads or Tails have similar logic so they can both be implemented rather easily.

(Jul 1, 2014 05:16 PM)arrieFTW Wrote: [\[CITE\]](#) Did 52,35 a half year ago.

My question about 69 is: Is it possible to convert java-android to php?

Yes, java can talk to php and vice-versa. However the way your question is phrased you seem to

be asking if you can convert java code to php and that seems unlikely as they are pretty distinctly different.

0x45 - July 1, 2014, 9:46 pm

I'll do the TCP chat with OTP encryption - 84, looks interesting :D

K.ing - July 2, 2014, 8:58 am

Definitely going to start working on these for practice.

I think I'll script them in my preferred language Python though.

Natalie Dormerr - August 8, 2014, 2:28 pm

Thanks for this ? Now I have some practice before I start on programming rat's and keyloggers

Cosa Nostra - August 8, 2014, 2:39 pm

Yeah, we really need to push for this to be stickied. It'd cut down on the majorly retarded amount of "WHAT SHOULD I DO?" posts in this section.

Psifour - August 9, 2014, 8:35 am

(Aug 8, 2014 02:28 PM)Mega Shark Wrote: [\[CITE\]](#) Thanks for this ? Now I have some practice before I start on programming rat's and keyloggers No worries if you need any help with these feel free to ask.

(Aug 8, 2014 02:39 PM)Cosa Nostra Wrote: [\[CITE\]](#) Yeah, we really need to push for this to be stickied. It'd cut down on the majorly retarded amount of "WHAT SHOULD I DO?" posts in this section. I agree that there should be a FAQ stickied in this section, but I don't feel that this thread meets the quality I would want from such a post (although if it was stickied I would update it to be a bit more professional).

hellrider10 - August 9, 2014, 11:48 am

Tried coding a BMI Calculator using Swing. Never coded in Swing before, so forgive any mistakes and do point them out so that i can correct myself.

Spoiler ([Click to View](#))

```
Code import java.awt.Color;
import java.awt.EventQueue;
import java.awt.Font;
```

```
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JSpinner;
import javax.swing.SpinnerNumberModel;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.text.DecimalFormat;
```

```
/**
 * A simple BMI Calculator app.
 * @author Hell Rider
 *
 */
public class BMI {
```

```

private JFrame frame;
private JPanel panel, result_panel;
private JSpinner weight_spinner, height_spinner;
private JLabel weight_label, height_label, result_label;
private JButton calculate, back;
private DecimalFormat df = new DecimalFormat("00.00");

/**
 * Launch BMI Calculator App.
 */
public static void main(String[] args) {
    EventQueue.invokeLater(new Runnable() {
        public void run() {
            try {
                BMI window = new BMI();
                window.frame.setVisible(true);
            } catch (Exception e) {
                e.printStackTrace();
            }
        }
    });
}

/**
 * Create the application.
 */
public BMI() {
    initialize();
}

/**
 * Initialize the contents of the frame.
 */
private void initialize() {
    frame = new JFrame("BMI Calculator");
    frame.setSize(300, 150);
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    frame.setResizable(false);

    /**
     * The main panel to get weight and height values.
     */
    panel = new JPanel();
    frame.add(panel);

    /**
     * Create weight and height spinners.
     */
    panel.setLayout(null);
    weight_label = new JLabel("Weight (kgs)");
    weight_label.setBounds(10, 10, 80, 25);
    panel.add(weight_label);

```

```

weight_spinner = new JSpinner(new SpinnerNumberModel(1, 1, 500, 1));
weight_spinner.setBounds(100, 10, 160, 25);
panel.add(weight_spinner);

height_label = new JLabel("Height (cms)");
height_label.setBounds(10, 40, 80, 25);
panel.add(height_label);

height_spinner = new JSpinner(new SpinnerNumberModel(1, 1, 500, 1));
height_spinner.setBounds(100, 40, 160, 25);
panel.add(height_spinner);

calculate = new JButton("Calculate");
calculate.setBounds(80, 80, 120, 25);
panel.add(calculate);

frame.setVisible(true);

/**
 * Another panel to show the result.
 */
result_panel = new JPanel();
result_panel.setLayout(null);

result_label = new JLabel();
result_label.setBounds(100, 20, 100, 25);
result_label.setFont(new Font("Serif", Font.BOLD, 18));
result_label.setForeground(new Color(42,112,25));
result_panel.add(result_label);

back = new JButton("Back");
back.setBounds(90, 80, 120, 25);
result_panel.add(back);

/**
 * Calculate button clicked.
 */
calculate.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent ae)
    {
        /**
         * Get weight and height values
         * BMI = weight / (height * height).
         * Since height is in centimeters its divided by 100 to convert to meters.
         */
        int weight = (Integer)weight_spinner.getValue();
        int height = (Integer)height_spinner.getValue();
        double bmi = weight / Math.pow(height / (float)100,2);
        result_label.setText("BMI: " + df.format(bmi));

        /**

```

```

        * Hide the input panel and show result panel.
        */
        frame.remove(panel);
        frame.add(result_panel);
        frame.getContentPane().validate();
        frame.repaint();
    }
});

/**
 * When back button is clicked in result panel.
 */
back.addActionListener(new ActionListener()
{
    @Override
    public void actionPerformed(ActionEvent ae)
    {
        /**
         * Reset weight and height spinners.
         */
        weight_spinner.setValue(1);
        height_spinner.setValue(1);

        /**
         * Hide result panel and show the input panel.
         */
        frame.remove(result_panel);
        frame.add(panel);
        frame.getContentPane().validate();
        frame.repaint();
    }
});
}
}
}

```

For a more formatted view.

<http://pastebin.com/mPxjwhRM>

lalalox4 - August 14, 2014, 2:56 pm

Tried making the temperature converter but it doesn't work properly for some reason (doesn't go above certain values when using the arrows).

Spoiler ([Click to View](#))Code

```

import java.util.*;
import java.awt.*;
import javax.swing.*;
import java.awt.event.*;
import javax.swing.event.*;
public class TempConv extends JFrame{
    private JPanel panel;
    private JSpinner celcius, fahrenheit;
    private JLabel label;

```

```

public TempConv() {
    setTitle("Temperature Converter");
    setSize(300, 150);
    setDefaultCloseOperation(EXIT_ON_CLOSE);

    label = new JLabel("Temperature Converter (Celcius to fahrenheit)");

    panel = new JPanel();
    celcius = new JSpinner();
    celcius.setValue(20);
    celcius.addChangeListener(new ChangeListener(){
        public void stateChanged(ChangeEvent event) {
            try {
                int value = (int)celcius.getValue();
                fahrenheit.setValue(toFahrenheit(value));
            } catch(ClassCastException e) {
                System.err.println(e.getMessage());
            }
        }
    });

    fahrenheit = new JSpinner();
    fahrenheit.setValue(68);
    fahrenheit.addChangeListener(new ChangeListener() {
        public void stateChanged(ChangeEvent event) {
            try {
                int value = (int) fahrenheit.getValue();
                celcius.setValue(toCelcius(value));
            } catch(ClassCastException e) {
                System.err.println(e.getMessage());
            }
        }
    });

    panel.add(label);
    panel.add(celcius);
    panel.add(fahrenheit);

    add(panel);
    setVisible(true);
}

private int toFahrenheit(int celcius) {
    return (int)(celcius * (9/5.0) + 32.0);
}

private int toCelcius(int fahrenheit) {
    return (int)((fahrenheit - 32.0) * (5.0/9));
}

public static void main(String[] args) {
    new TempConv();
}

```

```
}
```

Karil Votek - August 15, 2014, 2:37 am

(Aug 14, 2014 02:56 PM)lalalox4 Wrote: [\[CITE\]](#) Tried making the temperature converter but it doesn't work properly for some reason (doesn't go above certain values when using the arrows).

Spoiler ([Click to View](#))Code import java.util.*;

```
import java.awt.*;
```

```
import javax.swing.*;
```

```
import java.awt.event.*;
```

```
import javax.swing.event.*;
```

```
public class TempConv extends JFrame{
```

```
    private JPanel panel;
```

```
    private JSpinner celcius, fahrenheit;
```

```
    private JLabel label;
```

```
    public TempConv() {
```

```
        setTitle("Temperature Converter");
```

```
        setSize(300, 150);
```

```
        setDefaultCloseOperation(EXIT_ON_CLOSE);
```

```
        label = new JLabel("Temperature Converter (Celcius to fahrenheit)");
```

```
        panel = new JPanel();
```

```
        celcius = new JSpinner();
```

```
        celcius.setValue(20);
```

```
        celcius.addChangeListener(new ChangeListener(){
```

```
            public void stateChanged(ChangeEvent event) {
```

```
                try {
```

```
                    int value = (int)celcius.getValue();
```

```
                    fahrenheit.setValue(toFahrenheit(value));
```

```
                } catch(ClassCastException e) {
```

```
                    System.err.println(e.getMessage());
```

```
                }
```

```
            }
```

```
        });
```

```
        fahrenheit = new JSpinner();
```

```
        fahrenheit.setValue(68);
```

```
        fahrenheit.addChangeListener(new ChangeListener() {
```

```
            public void stateChanged(ChangeEvent event) {
```

```
                try {
```

```
                    int value = (int) fahrenheit.getValue();
```

```
                    celcius.setValue(toCelcius(value));
```

```
                } catch(ClassCastException e) {
```

```
                    System.err.println(e.getMessage());
```

```
                }
```

```
            }
```

```
        });
```

```
        panel.add(label);
```

```
        panel.add(celcius);
```

```
        panel.add(fahrenheit);
```

```

        add(panel);
        setVisible(true);
    }

    private int toFahrenheit(int celcius) {
        return (int)(celcius * (9/5.0) + 32.0);
    }

    private int toCelcius(int fahrenheit) {
        return (int)((fahrenheit - 32.0) * (5.0/9));
    }

    public static void main(String[] args) {
        new TempConv();
    }
}

```

PHP Code

```

<?php
SpinnerModel model = new SpinnerNumberModel(20, -1000, 1000, 5);
//starting value, minimum amount spinner can go to, maximum amount spinner can go to, increase b
y x
celcius = new JSpinner(model);

```

To fix your error. Just see the SpinnerModel as a skeleton for your spinner to "fit in".

lalalox4 - August 15, 2014, 3:25 pm

(Aug 15, 2014 02:37 AM)Karil Votek Wrote: [\[CITE\]](#) PHP Code

```

<?php
SpinnerModel model = new SpinnerNumberModel(20, -1000, 1000, 5);
//starting value, minimum amount spinner can go to, maximum amount spinner can go to, increase b
y x
celcius = new JSpinner(model);

```

To fix your error. Just see the SpinnerModel as a skeleton for your spinner to "fit in".

Ahh thanks for the help. It finally works :D

??????M1kep?????? - August 15, 2014, 11:01 pm

Any suggestions on where I should start for the easiest and then from there where should I go?

SIM-2015410 - August 15, 2014, 11:20 pm

This is a cool selection of challenges, psi. Nice share! I will be glad to help anyone whenever you aren't online.

Psifour - August 15, 2014, 11:20 pm

(Aug 15, 2014 11:01 PM)??????M1kep?????? Wrote: [\[CITE\]](#) Any suggestions on where I should start for the easiest and then from there where should I go?Anything that only relies on initial input or no input would probably be the easiest.

??????M1kep?????? - August 15, 2014, 11:40 pm

Reverse String Question Possible Spoiler ([Click to View](#))

So is the point to not use the pre built in functions such as, StringBuilder in this instance?

Psifour - August 16, 2014, 12:36 am

That would depend on your goals. If you understand what said functions and methods do then use them, but trying to use as much of your own code as possible is better if you are looking to get something out of it (other than a moments amusement).

My personal recommendation for that one would be to create a method that takes `v[]` and reverses it (`v` being `char` in the case of a string). To spice it up you should attempt to avoid unnecessary memory allocation (don't create the extra array that most people do).

Ben121 - August 16, 2014, 4:48 am

Decided to hit the reversing string, and sending strings between two different programs at once. It uses the invocation api to load the java class, calls a method to reverse a string defined in the native code, and then calls a method in the java class to use a native method to reverse a string defined in the class :D

Java code:

Code package invocationapij;

```
public class InvocationApiJ {

    public static void run() {
        System.out.println("Reverse my String natively");
        System.out.println(reverseStringNative("Reverse me"));
    }

    public static String reverseStringJava(String s) {
        return new StringBuilder(s).reverse().toString();
    }

    private static native String reverseStringNative(String s);
}
```

Native code:

Code #include <jni.h>

#include <iostream>

```
int main(int, char**);
jstring reverseString(JNIEnv*, jclass, jstring);
```

```
int main(int argc, char** argv) {
    JavaVM* vm;
    JNIEnv* env;
    JavaVMInitArgs args;
    JavaVMOption* options = new JavaVMOption[1];
    options[0].optionString =
(char*)" -Djava.class.path=/home/ben/NetBeansProjects/InvocationApiJ/build/classes";
    args.version = JNI_VERSION_1_8;
    args.nOptions = 1;
    args.options = options;
    args.ignoreUnrecognized = false;
    JNI_CreateJavaVM(&vm, (void**)&env, (void*)&args);
    delete options;
```

```

jclass cls = env->FindClass("invocationapij/InvocationApiJ");

JNINativeMethod methods[] = {
    {(char*)"reverseStringNative", (char*)"(Ljava/lang/String;)Ljava/lang/String;",
(void*)&reverseString}
};

env->RegisterNatives(cls, methods, sizeof(methods)/sizeof(methods[0]));

jmethodID reverseStringID = env->GetStaticMethodID(cls, "reverseStringJava",
"(Ljava/lang/String;)Ljava/lang/String;");

jstring s = env->NewStringUTF("My String");
jstring reversed = (jstring)env->CallStaticObjectMethod(cls, reverseStringID, s);
std::cout << "The reverse of " << env->GetStringUTFChars(s, NULL) << " is " <<
env->GetStringUTFChars(reversed, NULL) << std::endl;

jmethodID runID = env->GetStaticMethodID(cls, "run", "()V");
env->CallStaticVoidMethod(cls, runID);

vm->DestroyJavaVM();
return 0;
}

jstring reverseString(JNIEnv* env, jclass cls, jstring string) {
    const jchar* chars = env->GetStringChars(string, NULL);
    jsize length = env->GetStringLength(string);
    jchar newChars[length];
    for (int i = 0, j = length - 1; i < j; i++, j--) {
        newChars[i] = chars[j];
        newChars[j] = chars[i];
    }
    return env->NewString(newChars, length);
}

```

??????M1kep?????? - August 16, 2014, 8:19 am

(Aug 16, 2014 04:48 AM)Ben121 Wrote: [CITE](#) Decided to hit the reversing string, and sending strings between two different programs at once.

It uses the invocation api to load the java class, calls a method to reverse a string defined in the native code, and then calls a method in the java class to use a native method to reverse a string defined in the class :D

Spoiler [\(Click to View\)](#)

Java code:

Code package invocationapij;

```

public class InvocationApiJ {

    public static void run() {
        System.out.println("Reverse my String natively");
        System.out.println(reverseStringNative("Reverse me"));
    }

    public static String reverseStringJava(String s) {

```

```

    return new StringBuilder(s).reverse().toString();
}

private static native String reverseStringNative(String s);
}
Native code:
Code #include <jni.h>
#include <iostream>

int main(int, char**);
jstring reverseString(JNIEnv*, jclass, jstring);

int main(int argc, char** argv) {
    JavaVM* vm;
    JNIEnv* env;
    JavaVMInitArgs args;
    JavaVMOption* options = new JavaVMOption[1];
    options[0].optionString =
(char*)" -Djava.class.path=/home/ben/NetBeansProjects/InvocationApiJ/build/classes";
    args.version = JNI_VERSION_1_8;
    args.nOptions = 1;
    args.options = options;
    args.ignoreUnrecognized = false;
    JNI_CreateJavaVM(&vm, (void**)&env, (void*)&args);
    delete options;

    jclass cls = env->FindClass("invocationapij/InvocationApiJ");

    JNINativeMethod methods[] = {
        {(char*)"reverseStringNative", (char*)"(Ljava/lang/String;)Ljava/lang/String;",
(void*)&reverseString}
    };

    env->RegisterNatives(cls, methods, sizeof(methods)/sizeof(methods[0]));

    jmethodID reverseStringID = env->GetStaticMethodID(cls, "reverseStringJava",
"(Ljava/lang/String;)Ljava/lang/String;");

    jstring s = env->NewStringUTF("My String");
    jstring reversed = (jstring)env->CallStaticObjectMethod(cls, reverseStringID, s);
    std::cout << "The reverse of " << env->GetStringUTFChars(s, NULL) << " is " <<
env->GetStringUTFChars(reversed, NULL) << std::endl;

    jmethodID runID = env->GetStaticMethodID(cls, "run", "()V");
    env->CallStaticVoidMethod(cls, runID);

    vm->DestroyJavaVM();
    return 0;
}

jstring reverseString(JNIEnv* env, jclass cls, jstring string) {
    const jchar* chars = env->GetStringChars(string, NULL);

```

```

jsize length = env->GetStringLength(string);
jchar newChars[length];
for (int i = 0, j = length - 1; i < j; i++, j--) {
    newChars[i] = chars[j];
    newChars[j] = chars[i];
}
return env->NewString(newChars, length);
}

```

Can you please put it In spoilers? Thanks :)

lalalox4 - August 17, 2014, 10:42 pm

I did the String reverse thing :P

Spoiler ([Click to View](#))Code

```

import java.util.*;
public class reverseString {
    private Scanner input = new Scanner(System.in);

    public void init() {
        System.out.println("Please enter a string that you would like reversed: (q to quit)");
        String str = input.next();
        while(!str.equals("q")) {
            System.out.println(str + " reversed is: " + reverse(str));
            str = input.next();
        }
        System.exit(0);
    }

    public String reverse(String src) {
        String res = "";
        for(int c = src.length()-1; c >= 0; --c) {
            res += Character.toString(src.charAt(c));
        }
        return res;
    }

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        new reverseString().init();
    }
}

```

Psifour - August 18, 2014, 6:34 am

(Aug 17, 2014 10:42 PM)lalalox4 Wrote: ([CITE](#)) I did the String reverse thing :P

Spoiler ([Click to View](#))Code

```

import java.util.*;
public class reverseString {
    private Scanner input = new Scanner(System.in);

    public void init() {
        System.out.println("Please enter a string that you would like reversed: (q to quit)");
        String str = input.next();
        while(!str.equals("q")) {
            System.out.println(str + " reversed is: " + reverse(str));
        }
    }
}

```

```

        str = input.next();
    }
    System.exit(0);
}
public String reverse(String src) {
    String res = "";
    for(int c = src.length()-1; c >= 0; --c) {
        res += Character.toString(src.charAt(c));
    }
    return res;
}

public static void main(String[] args) {
    // TODO Auto-generated method stub
    new reverseString().init();
}

```

Okay, so starting from the top: Happy to see that you attempted to follow an OOP-style design. You are only using a single class in `java.util.*` change your import to `java.util.Scanner` for cleanliness.

The first letter of each word should be capitalized in class names. (`reverseString` should be `ReverseString`)

It is common practice to have a blank line between methods (insert a new line after the closing brackets of `init()`, but before the declaration of `reverse()`).

Your check for "q" should use `equalsIgnoreCase()` instead of `equals()` unless you specifically don't want to handle "Q".

Moving your prompts to constant fields will make your design appear cleaner and allow for other developers to easily change them later as needed (doesn't really apply to something this small, but on larger projects you may want to consider it).

`printf()` will allow you to increase code readability on your output during your while loop

There is not reason to explicitly call `System.exit(0)` as that is the end of program flow and the program will terminate naturally. (There are differing schools of thought on this)

`reverse(val)` will create `val.length() + 1` String objects that will have to be garbage collected. You may wish to look for a cleaner way to handle this (if you need help I will be more than happy to discuss specifics)

When writing unnested for loops you should use the variable name "i" if you aren't using a descriptive name. This will increase code readability as it is the most common variable name for for loops.

`Character.toString()` is unnecessary and inefficient. You are creating an extra string simply to concatenate it.

The "`// TODO: Auto-generated method stub`" comment should be removed once you have implemented that method.

That is just what I see with a quick pass and the changes I would insist on if this code was going into one of my projects (although I would design it completely differently if it was). Functionally your work is acceptable and meets the criteria of reversing strings.

@Ben121 I will take a look at your code later, but considering the two you chose to merge I am assuming you know what you are doing.

hellrider10 - August 18, 2014, 7:17 am

(Aug 16, 2014 12:36 AM)Psifour Wrote: [\[CITE\]](#) My personal recommendation for that one would be to create a method that takes `v[]` and reverses it (`v` being `char` in the case of a string). To spice it up

you should attempt to avoid unnecessary memory allocation (don't create the extra array that most people do).

Something like this.

Spoiler ([Click to View](#))

```
Code String value = "Hello World";
```

```
char[] characters = value.toCharArray();
int length = characters.length;
for(int i = 0; i < length / 2; i++) {
    char temp = characters[i];
    characters[i] = characters[length - i - 1];
    characters[length - i - 1] = temp;
}
```

```
System.out.println(String.valueOf(characters));
```

Its just takes the String's character array and swaps 1 for n, 2 for n-1 and so on.

Psifour - August 18, 2014, 7:26 am

You are very much on the right track. Although you should move the - 1 to the declaration of length and change the < to <= in the for loop.

ModernMoney - August 18, 2014, 7:56 am

tried the random name generator :)

Spoiler ([Click to View](#))

PHP Code

```
<?php
```

```
import java.util.Random;
```

```
import java.util.Scanner;
```

```
public class main {
```

```
    public static String[] first = {"Jumping", "Screaming", "Massive", "Fantastic", "Athletic", "Borrning",
    "Lonely", "Tiny", "Master", "Commander", "Evil", "Lazy", "Weak", "Retarted", "Disabled", "One-eyed"
    , "Dancing", "Agressive", "Doctor", "Little"};
```

```
    public static String[] second = {"Stan", "Steve", "John", "Zac", "Rob", "Juilio", "Sarah", "Liz",
    "Banana", "Ethan", "Declan", "Nate", "Jacob", "Tyler", "Wyatt", "David", "Andrew", "Thomas", "Mac",
    "Conrad"};
```

```
    public static void main(String[] args) {
```

```
        String name1 = null;
```

```
        String name2 = null;
```

```
        Random random1 = new Random();
```

```
        int x = random1.nextInt(first.length);
```

```
        int y = random1.nextInt(second.length);
```

```
        for(int i = 0; i < first.length; i++) {
```

```
            if(i == x) {
```

```
                name1 = first[i];
```

```
            }
```

```
        }
```

```

        for(int i = 0; i < second.length; i++) {
            if(i == y) {
                name2 = second[i];
            }
        }

        System.out.println(name1 + " " + name2);

    }

}

```

hellrider10 - August 18, 2014, 8:04 am

(Aug 18, 2014 07:26 AM)Psifour Wrote: [\[CITE\]](#) You are very much on the right track. Although you should move the - 1 to the declaration of length and change the < to <= in the for loop.

Yup, that would be a better approach. Thanks. ?

(Aug 18, 2014 07:56 AM)BOT Ferris Wrote: [\[CITE\]](#) tryed the random name generator :)

Spoiler ([Click to View](#))

PHP Code

```
<?php
```

```
import java.util.Random;
```

```
import java.util.Scanner;
```

```
public class main {
```

```
    public static String[] first = {"Jumping", "Screaming","Massive", "Fantastic", "Athletic", "Borrning",
    "Lonely", "Tiny", "Master", "Commander", "Evil", "Lazy", "Weak", "Retarted", "Disabled", "One-eyed"
    , "Dancing", "Agressive", "Doctor", "Little"};
```

```
    public static String[] second = {"Stan", "Steve", "John", "Zac", "Rob", "Juilio", "Sarah", "Liz",
    "Banana", "Ethan", "Declan", "Nate", "Jacob", "Tyler", "Wyatt", "David", "Andrew", "Thomas", "Mac",
    "Conrad"};
```

```
    public static void main(String[] args) {
```

```
        String name1 = null;
```

```
        String name2 = null;
```

```
        Random random1 = new Random();
```

```
        int x = random1.nextInt(first.length);
```

```
        int y = random1.nextInt(second.length);
```

```
        for(int i = 0; i < first.length; i++) {
```

```
            if(i == x) {
```

```
                name1 = first[i];
```

```
            }
```

```
        }
```

```
        for(int i = 0; i < second.length; i++) {
```

```
            if(i == y) {
```

```
                name2 = second[i];
```

```
            }
```

```
        }
```

```
        System.out.println(name1 + " " + name2);
    }
}
```

Instead of this.

Spoiler ([Click to View](#))

```
Code for(int i = 0; i < first.length; i++) {
    if(i == x) {
        name1 = first[i];
    }
}

for(int i = 0; i < second.length; i++) {
    if(i == y) {
        name2 = second[i];
    }
}
```

You can write.

```
Code name1 = first[x];
name2 = second[y];
```

ModernMoney - August 18, 2014, 8:26 am

(Aug 18, 2014 08:04 AM)hellrider10 Wrote: ([CITE](#)) Yup, that would be a better approach. Thanks. ?

Instead of this.

Spoiler ([Click to View](#))

```
Code for(int i = 0; i < first.length; i++) {
    if(i == x) {
        name1 = first[i];
    }
}

for(int i = 0; i < second.length; i++) {
    if(i == y) {
        name2 = second[i];
    }
}
```

You can write.

```
Code name1 = first[x];
name2 = second[y];
lol im stupid. thats so much easier
```

Psifour - August 18, 2014, 8:53 am

(Aug 18, 2014 08:26 AM)BOT Ferris Wrote: ([CITE](#)) lol im stupid. thats so much easier
I would lose my mind if you had to iterate through an array manually to grab an index.

lalalox4 - August 18, 2014, 2:03 pm

I used hellrider10's method of proper memory allocation and fixed the convention issues with my code. However, my output isn't correct. It outputs the memory address of the object instead of its String value. What the hell?

Spoiler ([Click to View](#))Code import java.util.Scanner;

```
public class ReverseString {
    private Scanner input = new Scanner(System.in);

    public void init() {
        System.out.print("Please enter a string that you would like reversed (q to quit): ");
        String str = input.next();
        while(!str.equalsIgnoreCase("q")) {
            System.out.printf("%s reversed is: %s", str, reverse(str));
            str = input.next();
        }
    }

    public String reverse(String src) {
        char[] chars = src.toCharArray();
        int length = chars.length - 1;
        for(int i = 0; i <= length / 2; i++) {
            char temp = chars[i];
            chars[i] = chars[length - i];
            chars[length - i] = temp;
        }
        return chars.toString();
    }

    public static void main(String[] args) {
        new ReverseString().init();
    }
}
```

MrOrang - August 18, 2014, 2:08 pm

You're returning the array object which prints the reference(reference I think). Make a sting from the char array and return that string.

Psifour - August 18, 2014, 2:21 pm

Lucas is correct. The toString() method on most classes will return the class name and it's unique identifier. To fix this issue you can either override toString() in the appropriate class or you can simply use String.valueOf(chars) instead.

On a separate note your choice to name your variable "chars" is a bit bad. Typically you should avoid naming variables similarly to primitive types.

??????M1kep?????? - August 18, 2014, 3:19 pm

Ok, so I didn't look at any of the other codes yet or read any of the comments but here is my first attempt at the reverse a string. :)

<https://github.com/CosaNostraConnected/HFCollab/blob/M1kep/src/net/hackforums/m1kep/ReverseAString/src/Main.java>

lalalox4 - August 18, 2014, 3:32 pm

I already tried both methods and it still gave me the wrong output.

EDIT: works with `string.valueOf(chars)`;

Paathurnax - August 18, 2014, 3:37 pm

Honestly I'd love to be able to try some of these. I need to get round to actually learning a language though. That could take some time.

Psifour - August 18, 2014, 3:38 pm

(Aug 18, 2014 03:32 PM)lalalox4 Wrote: [\[CITE\]](#) I already tried both methods and it still gave me the wrong output. Post code as `switching chars.toString()` to `String.valueOf(chars)` should have fixed your issue.

(Aug 18, 2014 03:19 PM)??????M1kep?????? Wrote: [\[CITE\]](#) Ok, so I didn't look at any of the other codes yet or read any of the comments but here is my first attempt at the reverse a string. :)

<https://github.com/CosaNostraConnected/HFCollab/blob/M1kep/src/net/hackforums/m1kep/ReverseAString/src/Main.java> I will read your code in the next few minutes and comment on it as appropriate.

EDIT:

Let's start with the positives and work back: You have a `char[]` named `chars`. Although this CAN be done you should avoid using primitives as variable names (the exception being if you lead with a descriptive word and still that is a lazy way of naming things).

Your program suffers the same excessive String allocation that a few other entries have. Concatenating is a messy operation and should be avoided wherever possible (unless it significantly increases code readability).

When doing a prompt use `print` instead of `println` so that the input can be placed at the end of the line. This is personal preference and may not be industry standard.

Now the big issue. Your commits to the repo are incorrect and improperly structured the `hackforums` folder you are nested in is a package (`net.hackforums.m1kep`)

(Aug 18, 2014 03:37 PM)Str?fe Wrote: [\[CITE\]](#) Honestly I'd love to be able to try some of these. I need to get round to actually learning a language though. That could take some time. Well I would recommend Java and some of these challenges can be a good way to start. If you need any help choosing a language or getting started in one let me know (I know at least the basics in most of the common languages).

??????M1kep?????? - August 18, 2014, 4:12 pm

(Aug 18, 2014 03:38 PM)Psifour Wrote: [\[CITE\]](#) I will read your code in the next few minutes and comment on it as appropriate.

EDIT:

Let's start with the positives and work back: You have a `char[]` named `chars`. Although this CAN be done you should avoid using primitives as variable names (the exception being if you lead with a descriptive word and still that is a lazy way of naming things).

Your program suffers the same excessive String allocation that a few other entries have. Concatenating is a messy operation and should be avoided wherever possible (unless it significantly increases code readability).

When doing a prompt use print instead of println so that the input can be placed at the end of the line. This is personal preference and may not be industry standard.

Now the big issue. Your commits to the repo are incorrect and improperly structured the hackforums folder you are nested in is a package (net.hackforums.m1kep)

Ok I have updated the code to use less strings, also can you either explain here or PM me how to go about fixing the repo/commit/idk issue?

Psifour - August 18, 2014, 4:17 pm

(Aug 18, 2014 04:12 PM)?????M1kep????? Wrote: [\[CITE\]](#) Ok I have updated the code to use less strings, also can you either explain here or PM me how to go about fixing the repo/commit/idk issue? You mean you ATTEMPTED to use less Strings. You declared less local String objects, but the JVM is still allocating the same number as before :D

As for fixing the repo I can't until I have write access as waiting for pull requests is a pain.

?????M1kep????? - August 18, 2014, 4:18 pm

(Aug 18, 2014 04:17 PM)Psifour Wrote: [\[CITE\]](#) You mean you ATTEMPTED to use less Strings. You declared less local String objects, but the JVM is still allocating the same number as before :D
Grumble Grumble 0>0 Back to thinking lol

?????M1kep????? - August 18, 2014, 4:33 pm

Well I am stuck on improveing the ReverseAString so I am going to work on 66: Prime number generator using a sieve

Psifour - August 18, 2014, 4:43 pm

(Aug 18, 2014 04:33 PM)?????M1kep????? Wrote: [\[CITE\]](#) Well I am stuck on improveing the ReverseAString so I am going to work on 66: Prime number generator using a sieveWell if you look back to page 4 another poster showed a more efficient way to reverse the String. I look forward to seeing your work on 66. If there is interest in it I may post my StringUtils class or just a solution for reversing strings.

lalalox4 - August 18, 2014, 5:19 pm

I did the Rock paper scissors one. Here it is. Hope it doesn't look too retarded.

Spoiler ([Click to View](#))Code import java.util.Scanner;
import java.util.Random;

```
public class RockPaperScissors {
    private Scanner input = new Scanner(System.in);
    private String choice;

    public RockPaperScissors() {
        choose();
    }

    public void choose() {
        System.out.println("Welcome to the RPC game!");
        System.out.print("Choose rock, paper or scissors: ");
        choice = input.next();
        while(!choice.equalsIgnoreCase("rock") && !choice.equalsIgnoreCase("paper") &&
!choice.equalsIgnoreCase("scissors")) {
            System.out.println("Please enter rock, paper or scissors: ");
```

```

        choice = input.next();
    }
    getRandom(choice);
}

public void getRandom(String choice) {
    int rand = new Random().nextInt(3);
    String res = "You lose!";
    if (rand == 0 && choice.equalsIgnoreCase("paper"))
        res = "You win!\nYou picked " + choice + " and I picked rock :(";
    else if (rand == 1 && choice.equalsIgnoreCase("scissors"))
        res = "You win!\nYou picked " + choice + " and I picked paper :(";
    else if (rand == 2 && choice.equalsIgnoreCase("rock"))
        res = "You win!\nYou picked " + choice + " and I picked scissors :(";
    System.out.println(res);
    playAgain();
}

public void playAgain() {
    System.out.println("Would you like to play again? (Y/N)");
    String resp = input.next();
    while (!resp.equalsIgnoreCase("y") && !resp.equalsIgnoreCase("n")) {
        System.out.println("Please input Y or N!");
        resp = input.next();
    }
    if (resp.equalsIgnoreCase("y")) choose();
}

public static void main(String[] args) {
    new RockPaperScissors();
}
}

```

??????M1kep?????? - August 18, 2014, 5:56 pm

(Aug 18, 2014 04:43 PM)Psifour Wrote: [\[CITE\]](#) Well if you look back to page 4 another poster showed a more efficient way to reverse the String. I look forward to seeing your work on 66. If there is interest in it I may post my StringUtils class or just a solution for reversing strings.

Ok so started trying to work on this PrimeNumber thing using Sieve of Eratosthenes and I'm lost as fuck.... here is what I have so far lol, I am gonna get some cheeseits and think about this, any comments are welcome

<https://github.com/CosaNostraConnected/HFCollab/tree/M1kep/src/net/hackforums/m1kep/PrimeNumberGen/src>

Psifour - August 18, 2014, 6:13 pm

(Aug 18, 2014 05:56 PM)??????M1kep?????? Wrote: [\[CITE\]](#) Ok so started trying to work on this PrimeNumber thing using Sieve of Eratosthenes and I'm lost as fuck.... here is what I have so far lol, I am gonna get some cheeseits and think about this, any comments are welcome

<https://github.com/CosaNostraConnected/HFCollab/tree/M1kep/src/net/hackforums/m1kep/PrimeNumberGen/src>Umm, I'm going to be honest and admit that I have no idea where you are going with

that. The way I would go about it is to build an ArrayList of prime numbers starting at 2. Then for each new value simply do $(\text{value} \% \text{primes}[i] == 0)$ and if that is true then value isn't a prime and you can skip to the next one. Also any number that meets ANY of these criteria can't be prime and you shouldn't even waste your time checking: Number is even (would be divisible by 2 and as such not prime)

Number in ones place is 0 or 5 (would be divisible by 5 and as such not prime)

With those two rules in place you only have to check four out of every ten numbers (1, 3, 7, 9). Now 3 will eliminate 4 more out of every 30 numbers past that in a reliable pattern, but that pattern doesn't fit into base 10 as easily so isn't really worth it unless you plan to store each prime as a counter (not really a good idea, but it is novel).

??????M1kep?????? - August 18, 2014, 6:18 pm

(Aug 18, 2014 06:13 PM)Psifour Wrote: [\[CITE\]](#) Umm, I'm going to be honest and admit that I have no idea where you are going with that. The way I would go about it is to build an ArrayList of prime numbers starting at 2. Then for each new value simply do $(\text{value} \% \text{primes}[i] == 0)$ and if that is true then value isn't a prime and you can skip to the next one. Also any number that meets ANY of these criteria can't be prime and you shouldn't even waste your time checking: Number is even (would be divisible by 2 and as such not prime)

Number in ones place is 0 or 5 (would be divisible by 5 and as such not prime)

With those two rules in place you only have to check four out of every ten numbers (1, 3, 7, 9). Now 3 will eliminate 4 more out of every 30 numbers past that in a reliable pattern, but that pattern doesn't fit into base 10 as easily so isn't really worth it unless you plan to store each prime as a counter (not really a good idea, but it is novel).

Ya I don't really know where I was going with it either now that I look at it again, all I do know is that I was attempting to implement the [Sieve of Eratosthenes](#)

Psifour - August 18, 2014, 6:26 pm

My first thought was to iterate up through primes, but I was having issues making it work right in my head. After seeing the gif on the page you linked it all clicked and that would be ridiculously easy to implement.

hellrider10 - August 18, 2014, 6:28 pm

(Aug 18, 2014 04:33 PM)??????M1kep?????? Wrote: [\[CITE\]](#) Well I am stuck on improveing the ReverseAString so I am going to work on 66: Prime number generator using a sieve

Instead of concatenating the string, you could use a StringBuffer and call `.append()` method on it for every character. But then again, if you are going to use StringBuffer, you could just use the `.reverse()` on it.

Psifour - August 18, 2014, 6:56 pm

(Aug 18, 2014 06:28 PM)hellrider10 Wrote: [\[CITE\]](#) Instead of concatenating the string, you could use a StringBuffer and call `.append()` method on it for every character. But then again, if you are going to use StringBuffer, you could just use the `.reverse()` on it.

Right again. You seem to be on a roll today for having the right answers.

hellrider10 - August 18, 2014, 7:37 pm

(Aug 18, 2014 06:56 PM)Psifour Wrote: [\[CITE\]](#) Right again. You seem to be on a roll today for having the right answers.

Ha ha. Been messing with Strings for quite some time, so its more of a "learn from mistake" thing. I mean we all do these mistakes our first time, don't we? ?

ModernMoney - August 19, 2014, 8:01 am

temperature converter :D

Spoiler ([Click to View](#))

PHP Code

```
<?php
package converter;

import java.util.Scanner;

public class Main {

    public static void convert() {
        System.out.println("What is the temperature in celcius?");
        Scanner scanner = new Scanner(System.in);
        double input = scanner.nextDouble();
        double total = input*9/5+32;
        System.out.println((int)input + " celcius = " + (int)total + " fehrenheight");
    }

    public static void main(String[] args) {
        convert();
    }

}
```

hellrider10 - August 19, 2014, 8:57 am

(Aug 19, 2014 08:01 AM)BOT Ferris Wrote: [\[CITE\]](#) temperature converter :D

Spoiler ([Click to View](#))

PHP Code

```
<?php
package converter;

import java.util.Scanner;

public class Main {

    public static void convert() {
        System.out.println("What is the temperature in celcius?");
        Scanner scanner = new Scanner(System.in);
        double input = scanner.nextDouble();
        double total = input*9/5+32;
        System.out.println((int)input + " celcius = " + (int)total + " fehrenheight");
    }

    public static void main(String[] args) {
        convert();
    }

}
```

Good one. To make it even better, you can ask user whether they want to convert from Celsius to Fahrenheit or Fahrenheit to Celsius.

Also, you could just print the output in double isn't it? If its because of the number of decimal points

you can format them using DecimalFormat. That would give more precise answer, since you are getting double input from user. ?

??????M1kep?????? - August 19, 2014, 3:05 pm

Ill work on a temperature converter next time I get a chance

TCG_Darkside - August 19, 2014, 4:02 pm

This is my name generator with two classes. The main class and the read file class.

Main Class

Spoiler ([Click to View](#))

```
package namegenerator;
import java.io.IOException;
import java.util.Scanner;
/

    @author lj
    /
public class NameGenerator {

    /
        @param args the command line arguments
        @throws java.io.IOException
        */
    public static void main(String[] args) throws IOException {
        int randomString;
        String male_file = "C:/Users/lj/Documents/firstnamemale.txt";
        String female_file= "C:/Users/lj/Documents/firstnamefemale.txt";
        Scanner ask_user = new Scanner(System.in);
        String maleOrfemale;
        System.out.print("Are you a male or female?");
        maleOrfemale = ask_user.next();
        switch (maleOrfemale) {
            case "male":
                try{
                    ReadFile file = new ReadFile(male_file);
                    String[] aryLines = file.OpenFile();
                    randomString = (int)(Math.random()*(aryLines.length-1));
                    System.out.println(aryLines[randomString]);

                }
                catch(IOException e){
                    System.out.println(e.getMessage());
                } break;
            case "female":
                try{
                    ReadFile file = new ReadFile(female_file);
                    String[] aryLines = file.OpenFile();
                    randomString = (int)(Math.random()*(aryLines.length-1));
                    System.out.println(aryLines[randomString]);

                }
                catch(IOException e){
                    System.out.println(e.getMessage());
                }
            }
        }
    }
}
```

```

        } break;
    }
}
}

```

Read File Class

Spoiler ([Click to View](#))

```

package namegenerator;
import java.io.IOException;
import java.io.FileReader;
import java.io.BufferedReader;

/*
    @author lj
    */
public class ReadFile {
    private final String name;
    public ReadFile(String file_name){
        name=file_name;
    }

    public String[] OpenFile() throws IOException{
        FileReader fr = new FileReader(name);
        String[] textData;
        try (BufferedReader textReader = new BufferedReader(fr)) {
            int numberOfLines;
            numberOfLines = readLines();

            textData = new String[numberOfLines];

            int i;

            for(i=0; i<numberOfLines; i++){
                textData[i]= textReader.readLine();
            }
        }
        return textData;
    }
    int readLines() throws IOException{

        FileReader file_to_read = new FileReader(name);
        int numberOfLines;
        try (BufferedReader bf = new BufferedReader(file_to_read)) {
            String aLine;
            numberOfLines = 0;
            while((aLine =bf.readLine())!=null){
                numberOfLines++;
            }
        }
        return numberOfLines;
    }
}

```

```
}
```

```
}
```

Feedback please. :)

Psifour - August 19, 2014, 4:16 pm

Feed back will be provided when I am on my computer next I'm on phone at the moment

?????M1kep?????? - August 19, 2014, 10:17 pm

(Aug 19, 2014 04:02 PM)TCG_Darkside Wrote: [\[CITE\]](#) This is my name generator with two classes. The main class and the read file class.

Main Class

Spoiler [\(Click to View\)](#)

```
package namegenerator;
```

```
import java.io.IOException;
```

```
import java.util.Scanner;
```

```
/
```

```
@author lj
```

```
/
```

```
public class NameGenerator {
```

```
/
```

```
@param args the command line arguments
```

```
@throws java.io.IOException
```

```
*/
```

```
public static void main(String[] args) throws IOException {
```

```
int randomString;
```

```
String male_file = "C:/Users/lj/Documents/firstnamemale.txt";
```

```
String female_file= "C:/Users/lj/Documents/firstnamefemale.txt";
```

```
Scanner ask_user = new Scanner(System.in);
```

```
String maleOrfemale;
```

```
System.out.print("Are you a male or female?");
```

```
maleOrfemale = ask_user.next();
```

```
switch (maleOrfemale) {
```

```
case "male":
```

```
try{
```

```
ReadFile file = new ReadFile(male_file);
```

```
String[] aryLines = file.OpenFile();
```

```
randomString = (int)(Math.random()*(aryLines.length-1));
```

```
System.out.println(aryLines[randomString]);
```

```
}
```

```
catch(IOException e){
```

```
System.out.println(e.getMessage());
```

```
} break;
```

```
case "female":
```

```
try{
```

```
ReadFile file = new ReadFile(female_file);
```

```
String[] aryLines = file.OpenFile();
```

```
randomString = (int)(Math.random()*(aryLines.length-1));
```

```
System.out.println(aryLines[randomString]);
```

```

    }
    catch(IOException e){
        System.out.println(e.getMessage());
    } break;
}
}
}

```

Read File Class

Spoiler [\(Click to View\)](#)

```

package namegenerator;
import java.io.IOException;
import java.io.FileReader;
import java.io.BufferedReader;

/*

@author Ij
*/
public class ReadFile {
    private final String name;
    public ReadFile(String file_name){
        name=file_name;
    }

    public String[] OpenFile() throws IOException{
        FileReader fr = new FileReader(name);
        String[] textData;
        try (BufferedReader textReader = new BufferedReader(fr)) {
            int numberOfLines;
            numberOfLines = readLines();

            textData = new String[numberOfLines];

            int i;

            for(i=0; i<numberOfLines; i++){
                textData[i]= textReader.readLine();
            }
        }
        return textData;
    }
    int readLines() throws IOException{

        FileReader file_to_read = new FileReader(name);
        int numberOfLines;
        try (BufferedReader bf = new BufferedReader(file_to_read)) {
            String aLine;
            numberOfLines = 0;
            while((aLine =bf.readLine())!=null){
                numberOfLines++;
            }
        }
    }
}

```

}

Feedback please. :)

I recommend using the php or code tags, or paste bin :)

MrOrang - August 19, 2014, 10:45 pm

(Aug 19, 2014 04:02 PM)TCG_Darkside Wrote: [\[CITE\]](#) This is my name generator with two classes. The main class and the read file class.

Main Class

Spoiler [\(Click to View\)](#)

```
package namegenerator;
```

```
import java.io.IOException;
```

```
import java.util.Scanner;
```

/

@author Ij

/

```
public class NameGenerator {
```

/

@param args the command line arguments

```
@throws java.io.IOException
```

* /

```
public static void main(String[] args) throws IOException {
```

```
int randomString;
```

```
String male_file = "C:/Users/lj/Documents/firstnamemale.txt";
```

```
String female_file= "C:/Users/lj/Documents/firstnamefemale.txt";
```

```
Scanner ask_user = new Scanner(System.in);
```

String maleOrfemale;

```
System.out.print("Are you a male or female?");
```

```
maleOrfemale = ask user.next();
```

```
switch (maleOrfemale) {
```

```
case "male":
```

```
try{
```

```
ReadFile file = new ReadFile(male_file);
```

```
String[] aryLines = file.OpenFile();
```

```
randomString = (int)(Math.random()*(aryLines.length-1));
```

```
System.out.println(aryLines[randomString]);
```

}

```
catch(IOException e){
```

```
System.out.println(e.getMessage());
```

```
    } break;
```

```
case "female":
```

```
try{
```

```
ReadFile file = new ReadFile(female file);
```

```
String[] aryLines = file.OpenFile();
```

```

randomString = (int)(Math.random()*(aryLines.length-1));
System.out.println(aryLines[randomString]);

}
catch(IOException e){
System.out.println(e.getMessage());
} break;
}
}
}
}

```

Read File Class

Spoiler ([Click to View](#))

```

package namegenerator;
import java.io.IOException;
import java.io.FileReader;
import java.io.BufferedReader;

/*

    @author lj
    */
public class ReadFile {
    private final String name;
    public ReadFile(String file_name){
        name=file_name;
    }

    public String[] OpenFile() throws IOException{
        FileReader fr = new FileReader(name);
        String[] textData;
        try (BufferedReader textReader = new BufferedReader(fr)) {
            int numberOfLines;
            numberOfLines = readLines();

            textData = new String[numberOfLines];

            int i;

            for(i=0; i<numberOfLines; i++){
                textData[i]= textReader.readLine();
            }
        }
        return textData;
    }
    int readLines() throws IOException{

        FileReader file_to_read = new FileReader(name);
        int numberOfLines;
        try (BufferedReader bf = new BufferedReader(file_to_read)) {
            String aLine;
            numberOfLines = 0;

```

```

while((aLine =bf.readLine())!=null){
    numberOfLines++;

}
}
return numberOfLines;
}
}

```

Feedback please. :) You should check out the naming conventions for Java. Also don't hardcode file paths. You should get those file paths from the user/a settings file. Don't have much time to check out the rest of your code atm.

lalalox4 - August 20, 2014, 1:26 am

Completed the Hangman game. Am I rushing too much? I feel like my projects are really low quality

--

Surprisingly enough, the output of hint in the checkedLetter method is printed as the memory address of newArray.

Spoiler ([Click to View](#)) Code import java.util.Random;
import java.util.Scanner;

```

public class Hangman {
    private final static Scanner input = new Scanner(System.in);
    private final static int rand = new Random().nextInt(5);
    private final static String[] wordList = {"headphones", "guitar", "cloud", "parachute", "whale",
"resolve"};
    private final static String word = wordList[rand];
    private static int tries = 6;

    private static String hint;

    public Hangman() {
        hint = new String(word.replaceAll("a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z", "_ "));
        System.out.println("Hello and welcome to Hangman!");
        readLetter();
    }

    private void readLetter() {
        System.out.println(hint);
        System.out.println("You have " + tries + " tries left");
        System.out.print("Enter a letter: ");

        String checkString = input.next();

        while(checkString.length() != 1 || !Character.isLetter(checkString.charAt(0))) {
            System.out.print("Something went wrong. Please retype the letter: ");
            checkString = input.next();
        }
        checkLetter(checkString.toLowerCase().charAt(0));
    }
}

```

```

private void checkLetter(char letter) {
    boolean changed = false;
    char[] wordArray = word.toCharArray();
    char[] hintArray = hint.replaceAll("\\s+", "").toCharArray();

    for(int i = 0; i <= wordArray.length - 1; i++) {
        if(wordArray[i] == letter) {
            hintArray[i] = letter;
            changed = true;
        }
    }

    String[] newArray = new String(hintArray).split("");
    for(String s: newArray)
        s += " ";

    hint = String.valueOf(newArray);

    if(changed) {
        if(hint == word) System.out.println("Congratulations, you won. The word was " + word);
        else {
            System.out.println("Great, you got a letter!");
            readLetter();
        }
    }
    else {
        System.out.println("Damn, this letter is not found anywhere in the word. Sorry!");
        if(tries == 1) {
            System.out.println("Sorry, no tries left :(");
            System.exit(0);
        }
        else {
            tries -= 1;
            readLetter();
        }
    }
}

public static void main(String[] args) {
    new Hangman();
}
}

```

Psifour - August 21, 2014, 12:57 pm

<https://github.com/CosaNostraConnected/HFCollab/blob/master/src/net/hackforums/morningstretchers/StringReverser.java>

There is a nasty implementation of the String Reversing challenge.

lalalox4 - August 21, 2014, 1:29 pm

(Aug 21, 2014 12:57 PM)Psifour Wrote: [\[CITE\]](#)

<https://github.com/CosaNostraConnected/HFCollab/blob/master/src/net/hackforums/morningstretchers/StringReverser.java>

There is a nasty implementation of the String Reversing challenge.

Why didn't he simply do `String.toCharArray(inputArg)` instead of using the `getChars` method?

Psifour - August 21, 2014, 1:38 pm

Well he (me) was a bit tired and failed to comment his code properly (bad developer that he is). I do remember there was a reason I chose to do so at the time, but I can't remember why. At the moment the two seem to be ambiguous so I have no clue as to why I chose to do it that way (although I do prefer the way it looks).

??????M1kep?????? - August 21, 2014, 1:45 pm

For the Perlin Noise does it have to be perlin noise or can we do the newer simplex noise?

lalalox4 - August 27, 2014, 6:17 pm

Bump? Anyone doing any of these anymore?

Evoked - August 31, 2014, 12:48 pm

Great thread. I will definitely be using this to practice java, thank you!

Psifour - August 31, 2014, 1:27 pm

(Aug 21, 2014 01:45 PM)??????M1kep?????? Wrote: [\[CITE\]](#) For the Perlin Noise does it have to be perlin noise or can we do the newer simplex noise?

Which would be a better learning experience for you? Sometimes even just researching that question can be a great way to learn new things (I don't know much about simplex so I cannot attempt to make a determination for you, but I will look into it).

??????M1kep?????? - August 31, 2014, 10:28 pm

(Aug 31, 2014 01:27 PM)Psifour Wrote: [\[CITE\]](#) Which would be a better learning experience for you? Sometimes even just researching that question can be a great way to learn new things (I don't know much about simplex so I cannot attempt to make a determination for you, but I will look into it).

So after I did some more research I determined that at this point in time that's a little bit more complex than I, I might attempt this again when I get my computer back, also can you upload the smaller picture like you said you would in the op?

Psifour - August 31, 2014, 11:29 pm

(Aug 31, 2014 10:28 PM)??????M1kep?????? Wrote: [\[CITE\]](#) So after I did some more research I determined that at this point in time that's a little bit more complex than I, I might attempt this again when I get my computer back, also can you upload the smaller picture like you said you would in the op?

Knocked it down to a more reasonable size. I apologize for taking so long, but I am notoriously forgetful when it comes to things I'm not being paid to do :D

??????M1kep?????? - September 1, 2014, 8:01 am

(Aug 31, 2014 11:29 PM)Psifour Wrote: [\[CITE\]](#) Knocked it down to a more reasonable size. I apologize for taking so long, but I am notoriously forgetful when it comes to things I'm not being paid to do :D

Haha, no worries I understand, I'm the same way

Cosa Nostra - September 1, 2014, 8:47 am

The result of pure unadulterated boredom may be me making a GitHub repo with all the solutions to all of these at some point. I've already done a few lol.

Sparta. - September 1, 2014, 10:37 am

(Sep 1, 2014 08:47 AM)Cosa Nostra Wrote: [\[CITE\]](#) The result of pure unadulterated boredom may be me making a GitHub repo with all the solutions to all of these at some point. I've already done a few

lol.

How about you commit to the HF collab you lazy fuck!

Psifour - September 1, 2014, 11:12 am

(Sep 1, 2014 08:47 AM)Cosa Nostra Wrote: [\[CITE\]](#) The result of pure unadulterated boredom may be me making a GitHub repo with all the solutions to all of these at some point. I've already done a few lol.

Like Sparta said you should contribute to the Collab. I have a sub-package for examples of these and wouldn't mind have a few more. The markdown readme there covers most questions you could have.

??????M1kep?????? - September 1, 2014, 10:15 pm

(Sep 1, 2014 10:37 AM)Sparta. Wrote: [\[CITE\]](#) How about you commit to the HF collab you lazy fuck!! quite enjoy the vocabulary and placement used here, and agree with the quoted text

Cosa Nostra - September 2, 2014, 2:04 pm

(Sep 1, 2014 10:37 AM)Sparta. Wrote: [\[CITE\]](#) How about you commit to the HF collab you lazy fuck! I have been rather lazy, haven't I? I'll do something quite major this weekend, promise.

??????M1kep?????? - September 2, 2014, 3:12 pm

(Sep 2, 2014 02:04 PM)Cosa Nostra Wrote: [\[CITE\]](#) I have been rather lazy, haven't I? I'll do something quite major this weekend, promise.

Becoming my signature until I see this!

SIM-2015410 - October 10, 2014, 9:59 pm

(Sep 2, 2014 03:12 PM)??????M1kep?????? Wrote: [\[CITE\]](#) Becoming my signature until I see this! Haha, it has been over a month since you said this ?

??????M1kep?????? - October 10, 2014, 10:07 pm

(Oct 10, 2014 09:59 PM)?eshCollider Wrote: [\[CITE\]](#) Haha, it has been over a month since you said this ?

And it's still my signature :P still waiting.....

Gozyy - October 26, 2014, 11:04 pm

I've been doing some of these lately. Pretty fun IMO.

MrOrang - January 19, 2015, 8:00 am

I would like to this as it was an useful thread until it got drowned by other threads.

Paranoid? - January 19, 2015, 8:02 am

When I do my morning stretch, my inner pornstar moan reveals ?