3. WRITTEN RESPONSES

3 a.
3.a.i.

The purpose of the program is to randomly suggest either 3 action or 3 comedy movies that are age-appropriate to the user.

3.a.ii.

When I inputted my age and selected a genre, I was suggested 3 different movies accordingly. When I restarted the program and increased my age, I received different, more mature movie suggestions that are appropriate for the given age. Every time I restarted the program, it eliminated the previously displayed movie suggestions to make room for the new ones in the movie list. Additionally, a happy noise is exerted once the movie suggestions are given.

3.a.iii.

When I click on the up or down error for the age input, the output number increases or decreases by 1 accordingly. When I click which genre I want: comedy or action, the screen switches to the movie output screen which from there randomly displays movies according to my given age and genre choice.

3 b.
3.b.i.

```
4   //Here are the lists of movies that a person can get based on their age and genre choice.
5   var youthComedy = ["Despicable Me", "Cars", "Rio", "Trolls", "Hotel Transylvania", "The Lorax", "Sing", "Zooto
6   var youthAction = ["Spy Kids", "The Incredibles", "Big Hero 6", "Jumanji", "Brave", "How to Train Your Dragon",
7   var teenComedy = ["10 Things I Hate About You", "Mean Girls", "Pitch Perfect", "Bring it On", "The Perks of Bei
8   var teenAction = ["The Hunger Games", "Divergent", "The Maze Runner", "Percy Jackson and The Olympians", "Juras
9   var adultComedy = ["13 Going on 30", "The Breakfast Club", "Legally Blonde", "Dumb and Dumber", "Good Boys", "T
10  var adultAction = ["Charlie's Angels", "The Fast and The Furious", "Mission: Impossible", "Avengers", "Inceptio
```

```
ce.]
The Lorax", "Sing", "Zootopia"] ← →;
"How to Train Your Dragon", "Inside Out"] ← →;
it On", "The Perks of Being a Wallflower", "17 Again", "Another Cinderella Story"] ← →;
and The Olympians", "Jurassic Park", "Ender's Game", "Spiderman Far From Home"] ← →;
d Dumber", "Good Boys", "The Wedding Planner", "Forest Gump"] ← →;
le", "Avengers", "Inception", "Iron man", "Saving Private Ryan", "Black Panther"] ← →;
```

3.b.ii.

```
51
52  //This function tells what movie options the user gets based on their age and genre choice.
53  function getMovie(genre) { ← →
54    if ( age <= 12 ) {
55      if ( genre == "Action" ) {
56        for ( var ya = 0 ; ya < 3 ; ya++) {
57          appendItem(movie, youthAction [ randomNumber(0, youthAction.length-1 ) ] );
58        }
59        setScreen(▼ "movieOutputScreen");
60        setText(▼ "movieOutputText", (movieText + movie) );
61      } else if ( (genre== "Comedy") ) {
62        for ( var yc = 0 ; yc < 3 ; yc++) {
63          appendItem(movie, youthComedy [ randomNumber(0, youthComedy.length-1 ) ] );
64        }
65        setScreen(▼ "movieOutputScreen");
66        setText(▼ "movieOutputText", movieText+movie );
67      }
```

3.b.iii.

In the image above, you are able to see the youthAction and the youthComedy list being used in two different loops. In the video, youthComedy, teenAction, and adultComedy were being utilized.

3.b.iv.

All of my lists store the names of different comedy or action movies that a user can be suggested. These movies are divided into age-appropriate as well as genre-appropriate categories. From here, these movies are randomly selected and suggested to the user(when the user inputs age and genre choice).

3.b.v.

The lists are extremely helpful when wanting to store a large amount of values/data. Having the ability to use lists prevents one from having to create a bunch of different variables that would all have different names and only store a single piece of data or a single value. Using a bunch of individual variables instead of a list makes your code unorganized, lengthy, and prone to mistakes. A user could possibly reuse the same variable name and delete one of their values altogether. Overall, lists allow for condensed and more organized coding.

3 c.
3.c.i.

```
51
52  //This function tells what movie options the user gets based on their age and genre choice.
53  function getMovie (genre) {
54    if ( age <= 12 ) {
55      if ( genre == "Action") {
56        for ( var ya = 0 ; ya < 3 ; ya++ ) {
57          appendItem(movie, youthAction [ randomNumber(0, youthAction.length -1 ) ] );
58        }
59        setScreen (▼ "movieOutputScreen");
60        setText (▼ "movieOutputText", (movieText + movie) );
61      } else if ( (genre=="Comedy") ) {
62        for ( var yc = 0 ; yc < 3 ; yc++ ) {
63          appendItem(movie, youthComedy [ randomNumber(0, youthComedy.length -1 ) ] );
64        }
65        setScreen (▼ "movieOutputScreen");
66        setText (▼ "movieOutputText", movieText+movie );
67      }
```

```
68      } else if ( ( age >= 13 && age <= 19 ) ) {
69        if ( genre=="Action") {
70          for ( var ta = 0 ; ta < 3 ; ta++ ) {
71            appendItem(movie, teenAction [ randomNumber(0, teenAction.length -1 ) ] );
72          }
73          setScreen (▼ "movieOutputScreen");
74          setText (▼ "movieOutputText", movieText + movie );
75        } else if ( genre == "Comedy" ){
76          for ( var tc = 0 ; tc < 3 ; tc++ ) {
77            appendItem(movie, teenComedy [ randomNumber(0, teenComedy.length -1 ) ] );
78          }
79          setScreen (▼ "movieOutputScreen");
80          setText (▼ "movieOutputText", movieText + movie );
81        }
```

```
81    }                    -  +
82    } else if ( (age >= 20) ) {
83        if ( genre == "Action" ) {
84            for ( var aa = 0 ; aa < 3 ; aa++ ) {
85                appendItem(movie, adultAction [ randomNumber(0, adultAction.length -1 ) ] );
86            }
87            setScreen( ▼ "movieOutputScreen");
88            setText( ▼ "movieOutputText", movieText + movie );
89            } else if ( genre == "Comedy" ) {
90            for ( var ac = 0 ; ac < 3 ; ac++ ) {
91                appendItem(movie, adultComedy [ randomNumber(0, adultComedy.length -1 ) ] );
92            }
93            setScreen( ▼ "movieOutputScreen");
94            setText( ▼ "movieOutputText", movieText + movie );
95            }                -  +
96    }            -  +
97    }
```

3.c.ii.

```
31
32    //This code allows you to choose what genre you want by clicking the text.
33    console.log("Choose A Genre!");
34    onEvent( ▼ "comedyChoiceText", ▼ "click", function() {
35        getMovie("Comedy"); ↵ →
36    }                );
37    onEvent( ▼ "actionChoiceText", ▼ "click", function() {
38        getMovie("Action"); ↵ →
39    }                );
40
```

3.c.iii.

In the function pictured above, the code is using the input of the user's age and genre choice to from there, randomly select what three movies the user will be suggested. Without this function in the program, the user's genre and age would not be implemented into the overall decision of what list to pull movies from. But with it, the user is able to receive age-appropriate and correct genre movie suggestions.

3.c.iv.

Using an if statement, it looks at the user's age. If the user is less than or equal to 12 years old, regardless of their genre, they will be suggested movies from either of the youth lists. If the user is NOT younger than 12 and they are between the ages of 13 and 19, they will be suggested movies from either of the teen lists. And if they are still not in either of those age categories, their movies will be pulled from either of the adult lists. After implementing one's age, the program then looks to see what genre the user chose and from there, using an if statement (selection), will decide if it is pulling movies from the age-appropriate action or comedy list. From there it uses an iteration to randomly select and append three different movies from that appropriate age and genre list to the empty list movie. And from there, using sequencing, the user is sent to the movieOutputScreen and their suggestions are displayed.

3 d.
3.d.i.
First call:
When the user clicks on the word "Comedy" on the genreChoiceScreen, genre gets "Comedy." When this genre is chosen, the code will search through the comedy list (for the particular age given) in order to suggest movies.

getMovie("Comedy")

Second call:
When the user clicks on the word "Action" on the genreChoiceScreen, genre gets "Action." When this genre is chosen, the code will search through the action list (for the particular age given) in order to suggest movies.

getMovie("Action")

3 d.ii.

Condition(s) tested by first call:

Dependent on if the user clicks on the text, the code will iterate through that chosen genre and pull out random movies from the corresponding list.

genre=="Comedy"

Condition(s) tested by second call:

Dependent on if the user clicks on the text, the code will iterate through that chosen genre and pull out random movies from the corresponding list.

genre=="Action"

3.d.iii.

Results of the first call:

The user is suggested three movies from one of the three different Comedy lists (which is dependent on the user's age).

Results of the second call:

The user is suggested three movies from one of the three different Action lists (which is dependent on the user's age).