Coding Conundrums

Number four in a series of that can no longer be called a trilogy.

4.1 Chinese Fortune Cookie Sayings

"You are going to take a long trip over water", "Beware a tall blond stranger", "Don't start reading any long books". These are the kind of things that you find on bits of paper inside Chinese fortune cookies.

A friend of yours offers to keep you in Egg Foo Yung for the rest of your life if you will write her a program that will generate random fortune cookie sayings. She has a list of sayings and what she wants is a program that will display one of the sayings each time it runs.

If she was a programmer (which she isn't) she'd probably say something like "Write a program that selects a random string from one of at least twenty strings that are stored inside the program and then prints that string".

4.2 Chinese Fortune Cookie Sayings with added Uniqueness

Your friend now makes you an offer involving Sweet and Sour Pork. She also has another requirement for your program, which is that sometimes she wants some sayings for a group of people who are eating in the restaurant. Each diner must get a different saying, with no sayings repeated for that group. Apparently people get suspicious when they get the same fortune as somebody else.

If she was a programmer (which she isn't) she'd probably say something like "Write a program that selects up to six random string from at least twenty strings that are stored inside the program. All of the selected items must be different.

4.3 Paper, Scissors, Rock

The game of "Paper, Scissors, Rock" has been known to provide minutes of enjoyment for those who can understand the complexities of its rule system:

- Scissors cut paper
- Paper wraps rock (and therefore wins for some reason)
- Rock blunts scissors

Write a program which has the following user interface. What the user types is shown underlined.

Welcome to Paper, Scissors, Rock I've chosen mine.
What have you chosen: rock
Ha. Paper wraps rock, I win.
Want to play again? No
Suit yourself.

I leave it to your conscience as to whether your program cheats and always picks the winning response, or randomly chooses one of the three and plays the game properly.

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