

COSC 251 – Programming Languages

Project 3

Spring 2010

Objective: Befunge it.

Your Task: Take two “simple” programs and code them in Befunge-93.

Q1: Your Befunge code should get an integer n from the user and output the n th Fibonacci number. Assume that the 0th number in the sequence is 0, the 1st number is 1 and so on.

Q2: Create a card randomizer in Befunge. Each run should randomly choose a suit and a value for a card, then print the card out. It should loop back to the start and ask the user if they want to continue. If they input a 0 they want to quit, if they input a 1, they want to continue getting more cards. Note: I’m not requiring you to keep track of the cards that have been pulled already.

Deliverables: The code for the two problems. For ease, please use a .txt format for your turn-in.

Expectations: The code should be commented, clean and correct. If you use an outside source, be sure to document that source. Significant use of outside sources will result in a deduction. The grading rubric: each problem is worth 50 points and will be graded based on correctness and completion. I do not expect you to handle any error checking for this program. I will be using Ashley Mill’s JAVA Befunge-93 compiler/interpreter to run your programs. Please check the website for a link in order to test your programs.

Interesting placement of comments are worth extra points.

DUE: April 5th, 11:59pm via Digital Dropbox