Project 2 : fortune fun

Summary: lets practice with files and go routines, making a multithreaded fortune program

Details:

Create a new project. Make sure it has your name in it somewhere in the project name.

(granted I am pushing the limits to try and get a simple program which also practices with channels and goroutines)

Write go go program that has two functions

The main function will
1. create a channel and then spawn the fortune function as a go routine taking the channel as a parameter.
2. Enter a forever loop and ask the user if they want another fortune. If the user says yes (with any capitalization) then send a message down the channel to the for the fortune function to select a fortune and display it.
3. If the user answers no (with any capitalization), then end the program
4. if the user answers anything else, then ask again

The fortune function will
1. Open the fortunes.txt file that I sent last class in your email and read it in.
2. split the contents of the fortunes file on the %% string to get a slice of strings
3. loop forever
   1. wait for a message on the channel
   2. when a message is received, randomly select one of the fortunes from your slice
   3. and print it to the screen.

Using goroutines and channels will feature heavily in this project's grading

Submitting the project.

submit the project by [putting it on github and sending me a collaboration invite.](#) As before