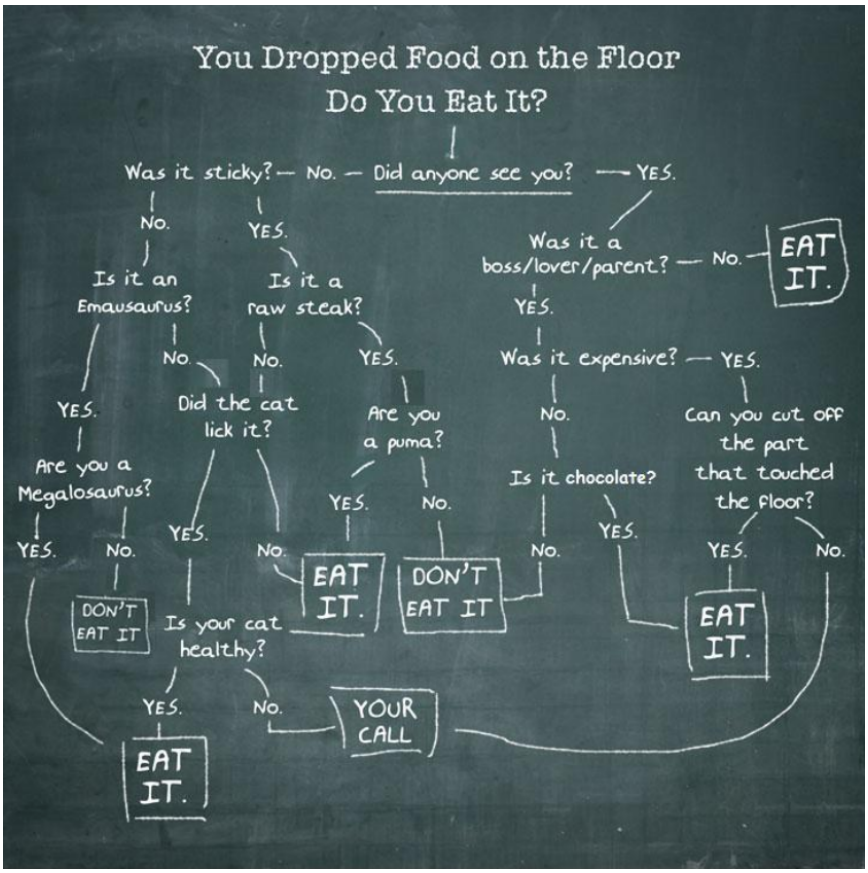
Assignment 1 - Eat Cupcake

In this assignment, you will practice using `if` statements and getting input from a user in Java by writing a program based on a simple flow chart.

1 The Assignment

This assignment requires you to program the flow chart shown below:



Your program will ask a string of questions to help you figure out whether or not you should eat a bit of food you dropped on the ground. The user will supply answers, either `YES.` or `NO.`, to these questions, until the program is able to recommend a course of action.

1.1 Instructions

Write the class `EatCupcake` in the file `EatCupcake.java`. The main method of the `EatCupcake` class should prompt the user to answer several yes or no questions before printing a final string. All input and output should be exactly as shown in the flow chart.

1.2 Tips

- Remember that your class name needs to be exactly the same as the name of the file in which it is defined.
- Every string that is printed must end with a newline character.
- The `System.out.println` method automatically appends a newline character to the string it prints.
- Make sure that all of your input and output exactly matches the strings shown in the flow chart, including capitalization and punctuation.

1.3 Expected Input/Output

1.3.1 Example 1

```
OUT > Did anyone see you?
IN  > YES.
OUT > Was it a boss/lover/parent?
IN  > YES.
OUT > Was it expensive?
IN  > YES.
OUT > Can you cut off the part that touched the floor?
IN  > YES.
OUT > EAT IT.
```

1.3.2 Example 2

```
OUT > Did anyone see you?
IN  > YES.
```

```
OUT > Was it a boss/lover/parent?
IN  > YES.
OUT > Was it expensive?
IN  > NO.
OUT > Is it chocolate?
IN  > NO.
OUT > DON'T EAT IT.
```

1.3.3 Example 3

```
OUT > Did anyone see you?
IN  > NO.
OUT > Was it sticky?
IN  > NO.
OUT > Is it an Emausaurus?
IN  > NO.
OUT > Did the cat lick it?
IN  > YES.
OUT > Is your cat healthy?
IN  > NO.
OUT > YOUR CALL
```

2 Submitting to the Autograder

1. Complete your assignment, making sure your program's output matches the expected output stipulated by the assignment brief.
2. Make sure that your program compiles and runs without any errors.
3. Create a `zip` file containing the `EatCupcake.java` file.
4. Upload the `zip` file to Athena.