**Yönergeler**

Correction: replaceNumbers method should be as:

public static void replaceNumbers(String filename1, String filename2, int oldNum, int newNum)

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Write a method that replaces the numbers in the source log file you created in Question 1 and save the edited version to the new log file.

Your method must handle FileNotFoundException

Exception handling message should take only one line in console.

Your method must replace the exact numbers into the new number.

      Example: oldNum=100 newNum=255: All 100s will replaced with 255 but 1000s stays same. (1000 should not be replaced to 2550)

Args:

      filename1: String that specifies the source log file.

      filename2: String that specifies the edited new log file.

      oldNum: The Number to be replaced in the log file.

      newNum: The Number to be replaced in the log file.

\*/

Correction: Some Pokémon names that can be troublesome (Has spaces or non-alphabetic characters) are fixed. If you implemented any strategies for handling this situations, you may revert it back. You must handle the data file regardless of the number of rows.