

## Objective

- Remember how to write Java Programs!

## Setup

1. Download the `Lab0StarterCode.zip` file
2. Create a `CSIII` folder in your `H:` drive and create a `Lab0` subfolder inside of that ( `H:/CSIII/Lab0/` )
3. Open the `Lab0StarterCode.zip` file and copy the file(s) into your `H:/CSIII/Lab0/` folder
4. Open the `.blueJ` package file.

## Instructions

In the `display` method of the `Lab0` class, write a program that displays the numbers 1 – 100 with the following exceptions:

- If a number is divisible by 3, then display the word "Poke" instead of the number.
- If a number is divisible by 5, then display the word "mon" instead of the number.
- If a number is divisible by both 3 **and** 5 then display the word "Pokemon" instead of the number.
- You must use the method `checkValue(int value)` for this step.
- Use the `Lab0Tester` class to verify that your code works.

## Example Output

```
1
2
Poke
4
mon
Poke
7
8
Poke
mon
11
Poke
13
14
Pokemon
16
...
97
98
Poke
mon
```