Silly Counting

Johnny's daughter Cindy really likes numbers and counting. She made up the following counting game. You start a certain number and count up. Normally you just say the number, but in some cases you say something else:

- The number 7 looks like an upside down nose. When the counted number contains a 7 as a digit or can be divided by 7 you say NOSE instead of the number.
- The number 11 looks like two bars in a prison window. When the counted number contains 11 somewhere in its digits or can be divided by 11 you say BARS instead of the number.
- The number 89 looks like someone who is really enjoying dinner. When the counted number contains 89 or can be divided by 89 you say YUMMY instead of the number.
- If multiple of these rules are valid for a certain counted number, you say all relevant words in alphabetic order.

Create a class SillyCounting with the following public interface:

```
public class SillyCounting
public SillyCounting(int start) { ... }
public String getNextCount() { ... }
}
```

Make sure that the words are presented in upper-case letters. If multiple words occur they should be separated by a single space. There should not be any leading or trailing spaces in the output.

The first time getNextCount() is called, it should say something based on the initial value that was passed to the constructor.

Example: Consinder the following calls to a SillyCounting object:

```
1 SillyCounting sc = new SillyCounting(6);
2 for (int t=0; t < 6; t++)
3 {
4    System.out.println(sc.getNextCount());
5 }</pre>
```

This should say 6, NOSE, 8, 9, 10, BARS on different lines without the comma's.

Aside from producing the correct output, your code should adhere to the following rules:

- All your instance variables need to be declared private.
- Every public method or constructor is required to have a Javadoc style comment.
- The Javadoc comment associated with the class itself must define an Cauthor of the file.

Hints: For checking whether a number can be divided by another number you should use the modulo operator. To see whether a certain number appears among the digits of a number, you can make clever use of methods of the **String** class. There is no need to use clever mathematical tricks.