Assignment

- – We will build a library of "games"

- – A class with static methods

  - a static method for each game

  - the methods must return values instead of printing

  - The methods should receive arguments instead of asking for input from the user

- – That way, we will be able to use the games in a Java program that prints to screen, a Java program with a GUI, or an Android app.

Structure of the Games class

```
class Games {

    public static String poem (String name)

    {

            //build the poem string here and return it
            //do not print to screen inside this function



    }


        //put your public static function for the Fortune Teller game

        // put your public static function for the MadLibs game game

}
```

GAME 1

A Poem

- The game will display the following poem on the screen, where the blank must be substituted by the user name.

My student _____,
standing proud,
is a fine example for the crowd.

GAME 2

Fortune Teller

- The game will give users their fortune.

- The fortune should be a string chosen at **random** from an array of strings that you create manually.

- Example:

```
Enter your name:
Dr. Zavala

Here is your fortune Dr. Zavala:
Buy lottery today. You will be lucky
```

GAME 3

- The game will let users play MadLibs.

  – An argument for each of the blanks in the story

  – Return the story as a String

NOTE: You will be given your story. Please consult with Dr. Zavala before writing your program.

My Skates!

We live on a lake. Today _____ tested
(person)
the ice. _____ it's frozen! Now I am
(exclamation)
off to _____ my skates. I _____
(verb)   _(verb)_
in the _____, not there. I look in the
(place)
_____ , nope not there. I search
(place)
high and low for my ice _____.
(noun)
Ok so the one place I havn't looked, _____
(verb)
my _____. _____ they are there!
(noun)   _(exclamation)_
Let's go skating!

Main program

- The main program should be in a different class, where you will call the games.

- Let the user choose which game to play

```java
class Main {
    public static void main(String[] args) {
        System.out.println("WELCOME");
        System.out.println("1 – Poem");
        System.out.println("1 – Fortune Teller");
        System.out.println("1 – MadLibs");
        System.out.println("");
        System.out.println("Choose a game: ");
    }

    //continue your program here
}
```