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

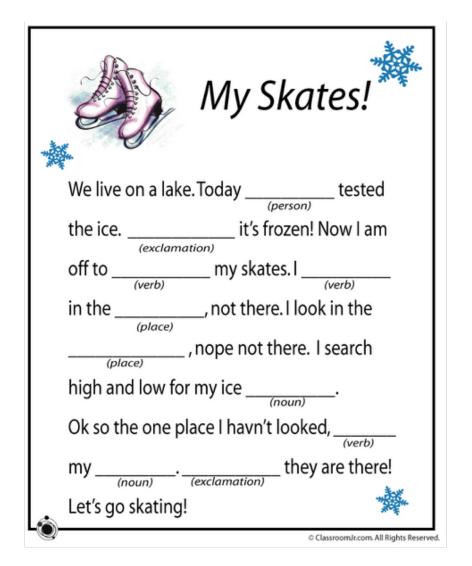
Here is your fortune Dr. Zavala:
Buy lottery today. You will be lucky
```

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.



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

```
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
}
```