The Greeter class does 3 things, say hello, goodbye and refuse help

Instance Variables:

String \_name – Saves a name for the refuse help function

Constructor:

Public Greeter(){

//Creates an object without a name

}

Public Greeter(String name){

//Creates an object with the saved name

}

Methods:

Public String sayHello(){

//Returns a string that says “Hello, World”

}

Public String sayGoodbye(){

//Returns a string that says “Goodbye, World”

}

Public String refuseHelp(){

//Returns a string that says “I am sorry, //////. I am afraid I can’t do that." Where //// is the //saved name

}