Assorted Examples

Various semi-random examples. The 'SayLemon' examples are very similar to the Cubes example. Can we do something about this? Yes, with methods - the Cubes programs illustrate methods and the final Say Lemon Pro game uses one to simplify the code.

- **SayLemon.java** (https://canvas.swansea.ac.uk/courses/44525/files/4319080/download?wrap=1) ⤓ (https://canvas.swansea.ac.uk/courses/44525/files/4319080/download?download_frd=1)
- **SayLemonPro.java** (https://canvas.swansea.ac.uk/courses/44525/files/4319075/download?wrap=1) ⤓ (https://canvas.swansea.ac.uk/courses/44525/files/4319075/download?download_frd=1)
- (https://canvas.swansea.ac.uk/courses/44525/files/4319075/download?wrap=1) **Boxes.java** (https://canvas.swansea.ac.uk/courses/44525/files/4319021/download?wrap=1) ⤓ (https://canvas.swansea.ac.uk/courses/44525/files/4319021/download?download_frd=1)
- **IntegerName.java** (https://canvas.swansea.ac.uk/courses/44525/files/4319025/download?wrap=1) ⤓ (https://canvas.swansea.ac.uk/courses/44525/files/4319025/download?download_frd=1)