Chatbot:

Create a chatbot, which is a computer program designed to simulate an intelligent conversation between a computer and a human user. Students enter phrases, the computer searches for keywords, then comes up with an intelligent-seeming response

* Use an array of possible responses in generating a random response from the computer (arrays, ArrayLists, and random integers)
* Transforming a computer response based on the format of the statement entered by the user (String methods)

Text

Description automatically generated with medium confidence

Solitaire Elevens:

* Creating a Card class (objects, classes, and Strings)
* Creating a Deck class (arrays, ArrayLists, conditionals, loops)
* Shuffling the deck (Math.random, list manipulation)
* Writing an ElevensBoard class, using an abstract Board class (inheritance, abstract classes)
* Make this game playable