

Make sure your prompts and printouts match EXACTLY to the specification (INCLUDING capitalization, punctuation, spaces and newlines)!

Similarly, your java files / class names / method names MUST match the spelling and capitalization EXACTLY!

You can use the checkboxes to track whether you've met each requirement.

#	Requirements	
1	Create a class named FancyTitle with the following public static methods:	
	public static int countFibSteps(int maxVal)	
	This method will compute and return the number of Fibonacci sequence steps necessary to get to <i>maxVal</i> .	

The Fibonacci sequence is 0, 1, 1, 2, 3, 5, 8, 13, and so on. The next number in the sequence is computed as the last number plus the second-to-last number. For example,
 $1 + 1 = 2$,
 $1 + 2 = 3$,
 $2 + 3 = 5$, etc.

For this method, we'll start with the current and previous numbers equal to 1. Thus, if *maxVal* is 1 or less, the number of steps is 0.

Start steps at 0.

While the current number is less than *maxVal*:

- Set *newVal* = *current* + *previous*
 - Set *previous* = *current*
 - Set *current* = *newVal*
 - Increment the steps
-

Return steps at the end of the method.

Examples:

- If *maxVal* == -1, *steps* = 0
 - If *maxVal* == 1, *steps* = 0
 - If *maxVal* == 2, *steps* = 1
 - If *maxVal* == 5, *steps* = 3
 - If *maxVal* == 20, *steps* = 6
-

public static String repeatChar(char c, int cnt)

Given a character *c*, create and return a String with that character repeated *cnt* number of times.

Example: if *c* == '*' and *cnt* == 5, a String "*****" will be returned.

public static String [] makeFibStringList(char c, int levels)

The purpose of this method is to create and return an array of Strings with *levels* number of elements, where each element in the array is a String that has the character *c* repeated by the next Fibonacci number.

For example, if *c* == '*' and *levels* == 5, then the resulting String array should contain 5 Strings:

```
"*",  
"**",  
"***",  
"*****",  
"*****"
```

Allocate space for an array of Strings with *levels* number of elements.

Set current and previous numbers at 1.

For each level:

- Use your repeatChar() method to generate the correct String with character *c* and *current* number of characters.
 - Store this String in the array.
 - Compute the next Fibonacci number as you did in countFibSteps().
-

Return the array of Strings.

public static String makeFilledCenterString(String border, int desiredLen)

The purpose of this method is to create and return a String with *border* at the start and end, and with spaces in between such that the total length is *desiredLen*.

For example, if *border* == "*****" and *desiredLen* == 13, then the returned String will be "***** *****" (the total length of the String is 13; five spaces are in between the border Strings).

Get the length of *border*.

Compute the number of spaces necessary as
 $numSpaces = desiredLen - 2 * (length\ of\ border)$.

Use your `repeatChar()` method to create the String of spaces.

The full String will be *border* + *spaces* + *border*.

Return this full String.

 **public static String [] makeFooter(char c, int desiredLen)**

The purpose of this method is to create and return an array of Strings for the title card's footer.

For example, if $c == "*"$ and $desiredLen == 20$, then the array will have 5 Strings:

```
"*                      *",
"**                     **",
"***                    ***",
"*****                 *****",
"*****      *****"
```

Each half (that doesn't have spaces) is generated using `makeFibStringList()`, so you must first calculate the number of levels as `countFibSteps(desiredLen/2)`.

Once you have the number of levels, use `makeFibStringList()` to get an array of String for the border part.

Loop through each String in your array and use `makeFilledCenterString()` to appropriately change each String.


Return your updated array of Strings.

public static String createFancyTitle(String message, char c)

The purpose of this method is to take a message (with a specified border character) and create a SINGLE String with a fancy title card.

NOTE: This method does NOT print anything out! It only RETURNS the String!

For example, if the message is "A few moments later..." and the border character is "*", then the resulting title card String should be:



```
"*****\n" +  
"*****          *****\n" +  
"*****          *****\n" +  
"***            ***\n" +  
"**             **\n" +  
"*              *\n" +  
"* A few moments later... *\n" +  
"*              *\n" +  
"**             **\n" +  
"***            ***\n" +  
"*****          *****\n" +  
"*****          *****\n" +  
"*****\n"
```

Compute the desired length as the length of the message plus 4 (to account for the extra 2 border characters and 2 spaces around the message).

Create the footer String array using `makeFooter()`.

Start with an empty String *output*.

Append a line of the border character of the computed desired length.

Append the HEADER lines by looping through the footer array BACKWARDS.

Append the border character + a space + the message + a space + the border character + a newline.

Append the lines of the footer.

Again, append a line of the border character of the computed desired length.

Append the HEADER lines by looping through the footer array BACKWARDS.

Append the border character + a space + the message + a space + the border character + a newline.



Append the lines of the footer.

Again, append a line of the border character of the computed desired length.

Be sure to append appropriate newlines (there also should be a newline after the very last line).

Return your *output* String.

Create a class named TitleProgram with a main() method that does the following:

	Create a Scanner object to read from System.in.	
	Print out "Enter message:" using System.out.println().	
	Read in a String LINE using the nextLine() method of your Scanner object and put it into a String variable <i>message</i> .	
	Call FancyTitle.createFancyTitle(message, "*") and print the returned title card with System.out.println().	
	Call FancyTitle.createFancyTitle(message, "\$") and print the returned title card with System.out.println() (note the different border character).	

Sample Runs

TitleProgram: Run 1

```

Enter message:
A few moments later...
*****
*****          *****
*****          *****
***            ***
**             **
*              *
* A few moments later... *
*              *
**             **
***            ***
*****          *****
*****          *****
*****

```


TitleProgram: Run 2

Enter message:

So much later that the old narrator got tired of waiting and they had to hire a new one...

```
*****  
*****  
*****  
*****  
*****  
*****  
*****  
***  
**  
*  
* So much later that the old narrator got tired of waiting and they had to hire a new one... *  
*  
**  
***  
****  
*****  
*****  
*****  
*****  
*****
```