



Toad has a method that draws on a method in SpeakWithToad and prints a sentence that he says. It passes the method in SpeakWithToad boolean arguments that tell the method whether the player is holding a wrench and if the PowerStar effect is active.

SpeakWithToad has a static final attribute that is an Array of Strings. Each string is one of the potential sentences that Toad may say. SpeakWithToad has a method that randomly selects a sentence for toad to say and returns it. This method applies checks on the boolean arguments passed to it to know whether to disregard the relevant sentences when choosing.