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My First Java Program – Greeting and Fun Fact Java

In this project, I will create a Java programme that interacts with the user with random and interesting facts about Java. The program enhances the user experience by using ANSI escape codes for text and colourful backgrounds, making it visually appealing.

Challenges Faced Handling Errors in Java:

- I encountered syntax errors like missing semicolons (;), which prevented the program from compiling.
- Understanding the difference between `==` and `.equals()` was tricky. I initially tried comparing strings with `==`, but later learned that `.equals()` is required for comparing string values in Java.

Key Features of the Program:

- Displays a colorful framed welcome message with randomly selected text colors.
- Uses random background colors for interactive prompts.
- Asks for the user's name and personalizes responses.
- Randomly selects and displays fun Java facts if the user agrees.
- If the user declines, the program provides motivational messages instead.
- Displays the Java version currently in use.

This project helped me understand Java's syntax, user input handling, and the use of ANSI escape codes for styling terminal output. It also reinforced my knowledge of string comparison and randomization in Java.

