

Complete the `simulateManyDays` method. Assume that `simulateOneDay` works as intended, regardless of what you wrote in part (a). You must use `simulateOneDay` appropriately in order to receive full credit.

```
/**
 * Returns the number of days birds or a bear found food to eat at the feeder in this simulation,
 * as described in part (b)
 * Preconditions: numBirds > 0, numDays > 0
 */
public int simulateManyDays(int numBirds, int numDays)
```

Begin your response at the top of a new page in the separate Free Response booklet and fill in the appropriate circle at the top of each page to indicate the question number. If there are multiple parts to this question, write the part letter with your response.

Class information for this question

```
public class Feeder
private int currentFood
public void simulateOneDay(int numBirds)
public int simulateManyDays(int numBirds, int numDays)
```

GO ON TO THE NEXT PAGE.

2. This question involves a scoreboard for a game. The game is played between two teams who alternate turns so that at any given time, one team is active and the other team is inactive. During a turn, a team makes one or more plays. Each play can score one or more points and the team's turn continues, or the play can fail, in which case no points are scored and the team's turn ends. The `Scoreboard` class, which you will write, is used to keep track of the score in a game.

The `Scoreboard` class contains a constructor and two methods.

- The constructor has two parameters. The first parameter is a `String` containing the name of team 1, and the second parameter is a `String` containing the name of team 2. The game always begins with team 1 as the active team.
- The `recordPlay` method has a single nonnegative integer parameter that is equal to the number of points scored on a play or 0 if the play failed. If the play results in one or more points scored, the active team's score is updated and that team remains active. If the value of the parameter is 0, the active team's turn ends and the inactive team becomes the active team. The `recordPlay` method does not return a value.
- The `getScore` method has no parameters. The method returns a `String` containing information about the current state of the game. The returned string begins with the score of team 1, followed by a hyphen (" - "), followed by the score of team 2, followed by a hyphen, followed by the name of the team that is currently active.

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