

## Learning Goals

1. Practice creating and using your own functions/methods.
2. Be able to follow the flow of code execution between functions/methods.

## Instructions

1. Type in the code you see below, including comments. Save the file. Ensure it compiles.
2. Run the code. What does it do right? What does it do wrong?
3. Add the missing code to the getSpanishWord() method.
4. Run it again and test your changes.
5. Add the missing code to the getEnglishWord() method.
6. Run it again and test your changes.
7. Add support for another language of your choice, using the same kinds of methods.
8. Run it again and test your changes.

```
import static java.lang.System.out;
import java.util.Scanner;

public class CountToTen
{
    public static String getEnglishWord(int number)
    {
        // zero one two three four five six seven eight nine ten
        return "FIXME";
    }

    public static String getSpanishWord(int number)
    {
        // cero uno dos tres cuatro cinco seis siete ocho nueve diez
        if (number == 0) {
            return "cero";
        } else if (number == 1) {
            return "uno";
        } else if (number == 2) {
            return "dos";
        }
        return "FIXME";
    }

    public static String getWord(String language, int number)
    {
        if (number < 0) {
            return "Number too small.";
        }
        if (number > 10) {
            return "Number too large.";
        }
        if ("e".equals(language)) {
```

```
        return getEnglishWord(number);
    }
    if ("s".equals(language)) {
        return getSpanishWord(number);
    }
    return "Unrecognized language choice.";
}

public static void main(String[] args)
{
    System.out.println("Would you like English or Spanish?");
    System.out.println("Press e or s");
    Scanner keyboard = new Scanner(System.in);
    String language = keyboard.nextLine();

    System.out.println("What number do you want the name of? 0-10");
    int number = keyboard.nextInt();
    keyboard.skip("\n");

    String spelled_out = getWord(language, number);
    System.out.println("The word for " + number + " is " + spelled_out);
}
}
```