Translate:
To use our executables, we can either type

```
java -jar Translate.jar [FILE NAME]
```

or we can type

```
./Translate.jar [FILE NAME]
```

where in both cases, [FILE NAME] is optional and specifies which language dictionary the user would like to use.

Once the user has started the program, they can type any english word and they willreceive a response depending on the supplied word. If a translation exists, it will be returned to the user, otherwise they will be informed that the word does not exist. The translation data (whether or not it was a word which can be translated) can be found in the file 'output.txt'.

To terminate the program, the user simply types 'q' when prompted.

In order to create a new translation dictionary, the user simply must create a .txt file such that each entry on the list is an english-foreign word pair. Each line should contain exactly one English word pair. As an example, the file 'norwegian.txt' has as its first two entries

<div align="center">apple, epleorange, appelsin</div>