public class ChatBot {

// instance variables

private String name;

private int number;

// constructor

public ChatBot(String chatBotName, int faveNum) {

name = chatBotName;

number = faveNum;

}

// method that prints a greeting

public void greeting(String yourName) {

System.*out*.println("Hello, " + yourName + " my name is " + name); // name is an instance variable

System.*out*.println("and I am a chat bot! How are you today?");

}

// method that prints the weather

public void weather() {

System.*out*.println("I actually don't know much about the weather! Ha ha!");

System.*out*.println("But I know it's warm and dry inside a computer! Ha ha!");

}

// method that converts feet to meters and returns the meters

public double convertFeetToMeters(int numFeet) {

final double METERS\_PER\_FOOT = 0.3048;

return METERS\_PER\_FOOT \* numFeet;

}

// method that prints information about favorite numbers

public void favoriteNumber(int yourNumber) {

int distance = yourNumber - number; // number is an instance variable

System.*out*.println("My favorite number is " + number);

System.*out*.println("That is " + distance + " away from your number!");

}

// method that adds and returns the sum of three numbers

public int addNumbers(int num1, int num2, int num3) {

return num1 + num2 + num3;

}

// method that RETURNS a goodbye message as a String -- note there is no printing here!

public String goodbye() {

return "It was nice talking with you! Have a great day! Sincerely, " + name;

}

}