Java Practice: Parameter Passing

Instructions:
- Read each question carefully.
- Check whether the method requires parameters and/or returns a value.
- Some programs use one class (main + methods in same class) and some use two classes (main in one class, methods in another).

Q1: Game Scoreboard

Description: Write a method countdown() that prints a countdown from 5 to 1 and then prints Go!.

Parameters: None

Returns: None

Class Structure: One class (main + method in same class)

Sample Output:

> *Game starting in...*
> *5*
> *4*
> *3*
> *2*
> *1*
> *Go!*

Q2: Social Media Likes

Description: Write a method likePost() in a separate class SocialMedia that prints which user liked a post and the new total likes.

Parameters: Yes (String userName, int currentLikes)

Returns: None

Class Structure: Two classes (main in one class, method in another)

Sample Output:

Q3: Random Dice Roll

Description: Write a method rollDice() that returns a random integer from 1 to 6, representing a dice roll.

Parameters: None

Returns: Yes

Class Structure: One class

Sample Output:

You rolled a 4!

Q4: Level-Up System

Description: Write a method levelUp() in a separate class Game that checks if the total XP (current + bonus) is enough to level up. Return "Level Up!" or "Keep going!".

Parameters: Yes (int currentXP, int bonusXP)

Returns: Yes (String)

Class Structure: Two classes (main in one class, method in another)

Sample Output:

Level Up!

Q5: Average Watch Time

Description: Write a method averageWatchTime() that returns the average of three integers representing video watch times.

Parameters: Yes (int minutes1, int minutes2, int minutes3)

Returns: Yes (double)

Class Structure: One class

Sample Output:

Average watch time = 15.0 minutes