Answer the following questions:

(2 points) 1. Should calculateDaysUntilRelease() be a static method? Why (not)?

Yes, I decided to make calculateDaysUntilRelease() a static method. We want to be able to call the method even though no object of the class DaysUntilRelease has been created. Furthermore, as a mathematical calculation between dates, we would like for this method to be called quickly and efficiently without creating an object. We are only doing operations on arguments (math) and not modifying the state of any object.

(2 points) 2. We deduct points for using deprecated methods. What is bad about using such a method?

Deprecated methods do not allow for our code to be "future-proof". This is because these methods no longer are to be supported with newer releases of Java going forward. Furthermore, the method is usually deprecated because there is a newer, better option available to be used. In this case, the newer option should be used as it is better suited to performing the same or similar task.