MadLib.java   **nouns.txt**   **verbs.txt**   **adjectives.txt**   **MadLib.txt**

Create a madlib program that reads in lists of nouns, adjectives, and verbs as well as a story and prints out a madlib.

Sample nouns.txt:

```
dog pig chicken building car person place thing truck city state school
student bird turkey lion tiger aligator elephant
```

Sample verbs.txt :

```
run fly skip climb clean smell eat cry smile laugh jump crank program
```

Sample adjectives.txt:

```
blue green orange fat skinny tall funny mad glad happy silly purple
big little tiny huge
```

Sample MadLib.txt :

```
10
The # @ after the & & # while the # @ the #
A # is when you @ a # to some & place with your & #
```

Sample Output :

```
The city eat after the skinny silly tiger while the dog clean the bird
A building is when you skip a turkey to some tall place with your little dog
```

The main method of MadLib creates 3 ArrayLists of Strings; one for verbs, one for nouns, and one for adjectives.

Write a method called load that will load each list with the appropriate word. The parameter will be a String to indicate which file to load: nouns.txt, verbs.txt, or adjectives.txt. This mean you will call this method 3 teams to get each ArrayList.

Write a method called getRandom which will return a random word from whatever list you sent up to it. The parameters will be any of the three lists and the Random generator object you will create based on the seed you read from the MadLib.txt file.

You will read from a file called MadLib.txt which will have a number in it representing the seed for the random generator, followed by an unknown number of lines to read. In those lines will be 3 distinct symbols #, @, &.

-- is a noun

@ -- is a verb

& -- is an adjective.

For every symbol in the line you will generate a random word and place it into that location of the line.