1. Write a Java program that will display the verses of the song "If you're happy and you know it" on screen. Find the lyrics online and try to identify the patterns within them. Think about the best way to use a method for this task.

    -   What part of the code do you want to reuse?
    -   What information will differ each time you are reusing this code?
    -   What type of information is this?

2. Write a Java program that contains a method called `happyBirthday`. This method will print the words to the Happy Birthday song on screen. Search the Internet to find three famous people who have their birthday today. Call the method for each of these people.

3. Write a Java method that will calculate and display a person's BMI. Find the formula online for this, and make sure the method takes in whatever information it needs to do its job.

    Write Java code in your `main` method to call this method.

4. Write a Java method that will take in a weight in pounds, and will display that weight in stone and pounds. There are 14 pounds in a stone.

    Write Java code in your `main` method to call this method.

5. Write a Java method called `searchArray` with the following method signature:

    ```java
    public static void searchArray(int value, int [] theArray)
    ```

    The method should print out a message if the value is found in the array. For example:

    ```
    Value found at position 3
    ```

    The method shouldn't do anything if the value is not found. Test your method with an appropriate call from your `main` method.