

1. Write a Java program that will display 5 verses of the song "Old McDonald" on screen. 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?
 - What will I call this method?
 - What will I call the information the method will take in?
 - What is the main advantage of using a method for this?

2. Write a Java method that will count up the numbers from one value to the other on screen. For example, when passed the arguments 5 and 10, it should display the values:

5 6 7 8 9 10

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

3. Add another method to this program that will count **down** the numbers from one value to the other on screen. For example, when passed the arguments 10 and 5, it should display the values:

10 9 8 7 6 5

4. Write a Java method that will take in the price of an item purchased and the amount tendered, and will generate a receipt as follows:

Price of item:	10
VAT (13.5%)	1.35
Total Price	11.35

Amount tendered:	20
Change	8.65

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

5. Write a Java program that will display 6 verses of the song "The Wheels on the Bus" on screen. Use an appropriate method.
6. Write a Java program that will calculate and print the average of three integers. The program should ask the user to enter the three integers, and should pass them to an appropriate method to do this job.