

Assignment 1

For this first assignment, you are expected to familiarize yourself with subroutines. We've explored the creation and invocation of subroutines, gaining an understanding of how to define, call, and pass parameters to them. Additionally, we've discussed the differences between parameters and arguments.

In this section, I will guide you through the process of refactoring a program by extracting parts of it into sub-modules, also known as subroutines or methods. The lesson titled **subroutines** covers everything you need to know about subroutines in Java. It also includes a **Challenge Yourself** section that this assignment is designed to help you tackle.

Therefore, you are encouraged to complete the challenge and submit your finished program as `assignment1`. To help you get started, I have generously extracted at least two pieces of logic into their respective methods as examples.

Happy coding.