

Exercise: Static Classes – Recipe Helper

EXERCISE 1

Create a new Java application named **RecipeHelperApp**.

The purpose of this exercise is to create a class that contains only **static methods**.

In this exercise, you will build a small library of conversion and formatting functions used to help with recipe measurements and ingredient lists.

Requirements

Create a class called **RecipeHelper**.

This class should act as a utility class and will provide static methods to help with common kitchen conversions. You will need to look up the conversions (how many cups to a milliliter?)

Your class should support the following features:

1. Convert **cups to milliliters**
 2. Convert **tablespoons to milliliters**
 3. Convert **teaspoons to milliliters**
-

How it should work

- All methods should be static.
 - You should not instantiate any objects of `RecipeHelper` in your program.
 - In your Main class, test your static methods by calling them with different values and printing the results.
-

Bonus (optional challenge)

If you finish early, add one or more of the following:

- Write Unit tests to see if your conversions are correct.