Lab 2 Practicum

In last week's practicum, all your code was written in the main method of the Greetings class. This week, you will decompose your program into two logical methods on Page 3.

Method 1: `insult`

Write a static method called `insult` that has two parameters, a String which represents a person's name and an integer which represents the person's age. This method should **create** and **return** a String which is a personal insult based on the value of the argument `age` that was passed.

Use the following age cutoffs for creating your insults:

```
1 <= 10: "That's sweet!"
11 <= 17: "You're such a dweeb!"
18 <= 20: "<insert number of years left> more years until 21!"
21: "You're 21!"
22 <= 29: "<insert number of years left> more years until 30!"
30 <= 40: "Being an adult is rough."
41 < 50: "You must be miserable."
>= 50: "Yikes."
```

Here are what some calls to `insult` may look like:

```
insult( "Jack Ma", 87 );      // returns "Yikes."
insult( "Jelly Bean", 5 );    // returns "That's sweet!"
insult( "Teen Tween", 15 );   // returns "You're such a dweeb!"
```

Method 2: `greetMe`

Write a static method called `greetMe` that greets you and then insults you repeatedly. The method should issue a prompt asking for your name, display a greeting message, prompt you to enter your age, and then insult you according to specifications of the `insult` method.

Use the methods of the Scanner class to perform the user input. You should use the method `next` to input a string value and `nextInt` to input an integer value. This method may run as follows:

```
Please enter your name: Jacob
Hello Jacob Welcome to CS112!!!
Jacob how old are you? 12
You're such a dweeb!

Please enter your name: Mike
Hello Mike Welcome to CS112!!!
Mike how old are you? 19
2 more years until 21!

Please enter your name: Chris
Hello Chris Welcome to CS112!!!
Chris how old are you? 59
Yikes.

Please enter your name: Done
Thank you for playing!
```

Continue to prompt the user for a greeting until the user enters "Done" as the name. The method `greetMe` should be passed the expected arguments (i.e. the data that was input). Note that this method does not return anything. What type of method should it be?

Consider the following as you write these methods:

1. When should you use `print()` vs `println()`?
2. What happens when you enter a negative age. What does your program do? What should it do? Did you consider the possibility of incorrect input?
3. Look at the code you have written. Do you see any repeating code segments? If so, how can your code be logically restructured?

Create a class:

After you have completed the `Greeting` class, create a new Java program class below and write a main method in it that calls the static methods you have just written. What do you have to do differently to call these methods?

```
public class Greeting() {

//write your insult method here
```

```
//write your greetMe method here
```

```
}
```