

Name: _____ BU Email: _____

Lab 2 Practicum

Part 1

Write a program in Java that asks for your age and then responds according to the age inputted. Your program should respond to certain age ranges as follows:

- 0 - 19: "You're such a dweeb!"
- 20 - 29: " ____ more years until 30!"
- 30 - 49: "Being an adult is rough."
- 50+: "Yikes."

Note that you will have to replace any section that is indicated as with the correct number in your program. Here are some sample runs. Your program should imitate this structure:

```
How old are you? 21
9 more years until 30!
```

```
How old are you? 19
You're such a dweeb!
```

```
How old are you? 45
Being an adult is rough.
```

Before You Start

Ask yourself the following questions:

- How can we break this problem down into smaller pieces?
- What task(s) could be delegated to helper method(s)?
- What would the parameters and return types be for these helper methods?

Write down the method headers for any helper methods you may use here. Once you have the rest of the program written you can implement the helper methods.

Note: You may come up with other helper methods or change them as you start writing your program. Adjust your list as needed as you complete the program.

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Part 2

We now want to modify the program so that it repeats the prompt until the user opts out. Here is what a sample run of the program looks like:

```
How old are you? 21
9 more years until 30!
Would you like to issue another insult (yes/no)? yes
How old are you? 19
You're such a dweeb!
Would you like to issue another insult (yes/no)? yes
How old are you? 45
Being an adult is rough.
Would you like to issue another insult (yes/no)? no
```

Modify the program you wrote in Part 1.

Before You Start

Ask yourself the following questions:

- What does not need to be changed from Part 1?
- What needs to be changed from Part 1? How do you plan on implementing it?

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Write your program here:

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