CSCI-101 Programming 1
Lab 6, Part e

INSTRUCTIONS

Inside the lab6 directory create a file named **Lab7a.java**. Inside the **Lab7a.java** file write a program that satisfies the following:

1. Add a method named **printMenu** that prints the following to the screen.

    1) Print Haiku
    2) Print Advice
    3) Print Joke
    4) Exit

    Choose a menu option:

2. Add a method named **printHaiku** that prints a haiku to the console.

3. Add a method named **printAdvice** that prints some advice to the console.

4. Add a method named **printJoke** that prints a joke to the console.

5. In the **main** method, add a continuous loop that does the following:

    a. Print the menu by calling **printMenu**

    b. Read a user's choice from the keyboard

    c. Performs one of the following actions based on the user's choice

        •   If the user chooses 1, invoke **printHaiku( )**.
        •   If the user chooses 2, invoke **printAdvice( )**.
        •   If the user chooses 3, invoke **printJoke( )**.
        •   If the user chooses 4, terminate the program.
        •   Otherwise print "Invalid option" to the screen.