Lab 2: Talking to Your Silicon Friend

Create a program that simulates a conversation.

The computer will make statements, and ask the user questions. The computer should ask at least <u>five questions</u>, and respond to them in a logical manner (by, say, incorporating them into its answers). It may be about anything you wish.

For example, the following might be the start of your conversation:

```
"Hello! What is your name?"

> Alice

"Hi there, Alice. It's nice to meet you!"
```

(The quotation marks are purely optional. However, if you want to make a string that has quotes, you must type \" instead of just " in your code. This tells Java that you want a literal quotation mark, and that you're not just ending the string.)

Note that you need only one `Scanner` object, since you are only reading from one location (the keyboard). Any more than that, and you run the risk of the `Scanner`s conflicting. Declare and allocate the `Scanncer` once, and then use its `nextLine()` method whenever you need to get a new input.

The name of your class will be `Conversation`, contained in the file `Conversation.java`.