

```
// The "MenuExample" class.  
// Programmer: Name  
// Date Modified: June 5, 2006  
// Description: This is an example of a menu-driven program that also  
// uses methods.
```

```
import java.awt.*;  
import hsa.Console;
```

```
public class MenuExample  
{  
    static Console c;           // The output console  
  
    public static void main (String[] args)  
    {  
        c = new Console ();  
  
        //declare variables  
        int choice;  
  
        do  
        {  
  
            c.println ("Main Menu");  
            c.println ("1.  Guess a Number Game");  
            c.println ("2.  Option 2");  
            c.println ("3.  Option 3");  
            c.println ("4.  Exit Program\n");  
            c.print ("Enter your choice: ");  
            choice = c.readInt ();  
  
            switch (choice)  
            {  
                case 1:  
                    int randomNum1 = 0; //Delete the zero (0)  
                    //Then add code to generate a random  
                    //number that has the value 1-30  
                    //Hint: use Math.random()  
                    guessNum (randomNum1);  
                    int randomNum2 = 0; //Delete the zero (0)  
                    //Then add code to generate a random  
                    //number that has a value of 1,2,or 3  
                    //Hint: use Math.random()  
                    congratulations (randomNum2);  
                    break;  
                case 2:  
                    break;  
                case 3:  
                    break;  
            } //end switch  
            c.print ("\n \n \n \n");  
        }  
        while (choice != 4);  
        c.close ();  
    } // main method  
  
    public static void methodOne (int numToGuess)  
    {  
  
    } //close methodOne
```

```
public static void congratulations (int messageNum)
{

} //close congratulations method
} // MenuExample class
```