

Fizz Buzz

FizzBuzz is a children's game where you count from 1 to 20. Easy, right?

Here's the catch: instead of saying numbers divisible by 3, say "Fizz". And instead of saying numbers divisible by 5, say "Buzz". For numbers divisible by both 3 and 5, say "FizzBuzz".

"1, 2, Fizz, 4, Buzz"...and so forth

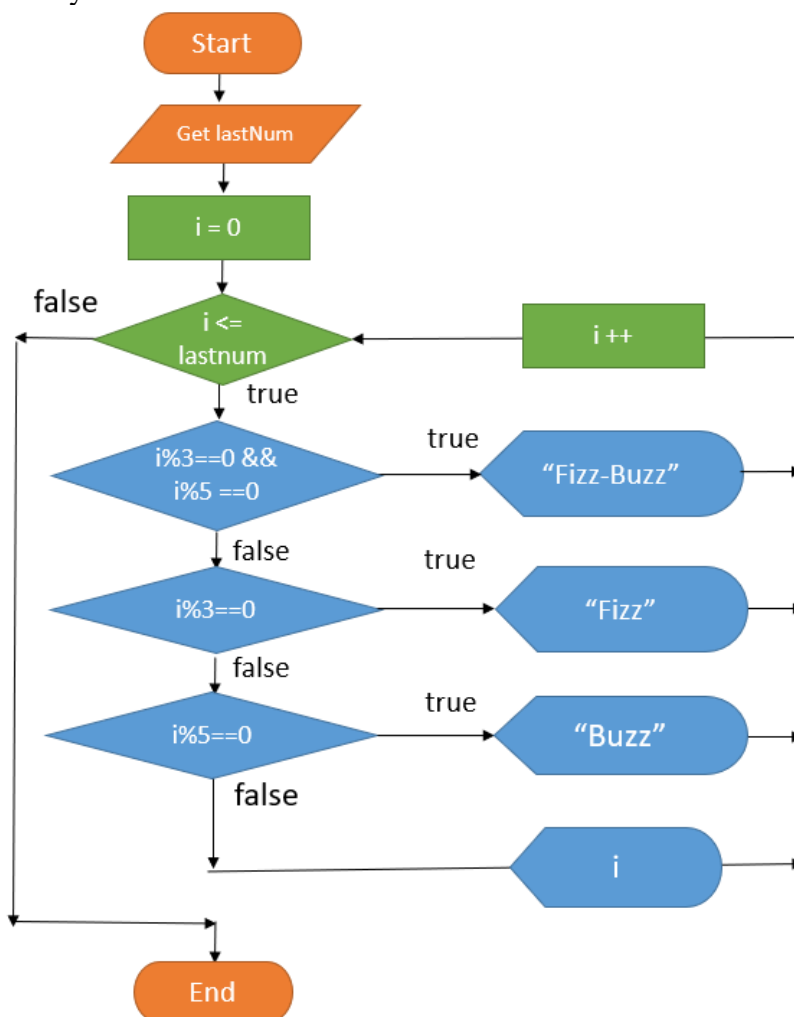
Try this out with a partner. The first person to make a mistake is out.



You will notice that when the numbers get higher, this game gets tricky. To help you play this game, create a program that asks for the highest number and then prints the FizzBuzz sequence from 0 to that number.

Use this flow chart to make your program.

When you are finished test your program. Does it work when you enter 1? 25? 200? 1034? Show Ms. Gorski when you are done.



Happy Birthday

Create a program that prints out the happy birthday song, once for each year of a person's life. Show Ms. Gorski when you are done.

For example, the output would look like this:

```
What is their name? Dad
When were they born? 1946
What year is it now? 2022
```

1946

```
Happy Birthday to you, Happy Birthday to you!
Happy Birthday dear Dad, Happy Birthday to you!
```

1947

```
Happy Birthday to you, Happy Birthday to you!
Happy Birthday dear Dad, Happy Birthday to you!
```

1948

```
Happy Birthday to you, Happy Birthday to you!
Happy Birthday dear Dad, Happy Birthday to you!
```

And so on, until...

2021

```
Happy Birthday to you, Happy Birthday to you!
Happy Birthday dear Dad, Happy Birthday to you!
```

2022

```
Happy Birthday to you, Happy Birthday to you!
Happy Birthday dear Dad, Happy Birthday to you!
```



Daisy

Back when people lived near the country, children used to play in the fields near their houses. One game was to pick a wild daisy and then think of a girl or boy or other gendered person they liked. Then, the child would pull off the daisy petals one by one and say “They love me”, followed by “They love me not” for the next petal. This would repeat over and over until the last petal was pulled. Depending on what the child said when they pulled off the last petal, they would know the “true” feelings of the girl or boy or other gendered person in question.



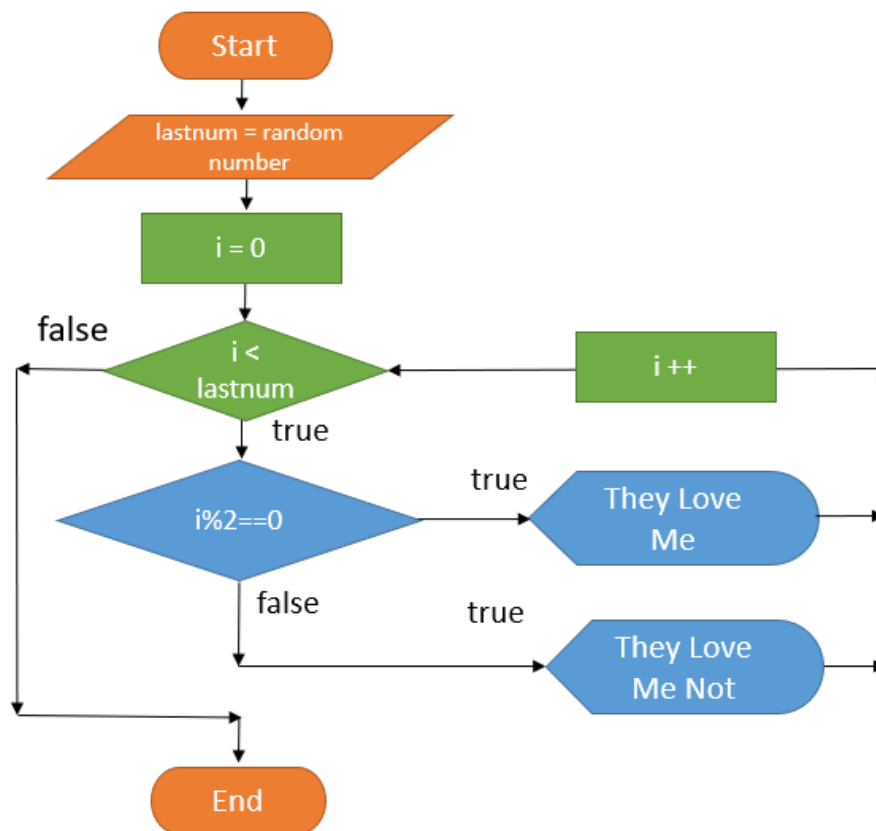
Obviously, this didn't really work, but this piece of reality didn't stop anyone from playing.

With fields being in short supply in downtown Brampton, your job is to simulate the daisy petals using a loop.

This code will generate a random number that is suitable for this game:

```
int lastnum = (int) (Math.random()*24) + 15;
```

Use this flow chart to make your program.



After your if/else statement, you can put in this code to make the program pause for each “petal”:

```
try {  
    Thread.sleep (100);  
}  
catch (InterruptedException m) {  
    ;  
}
```