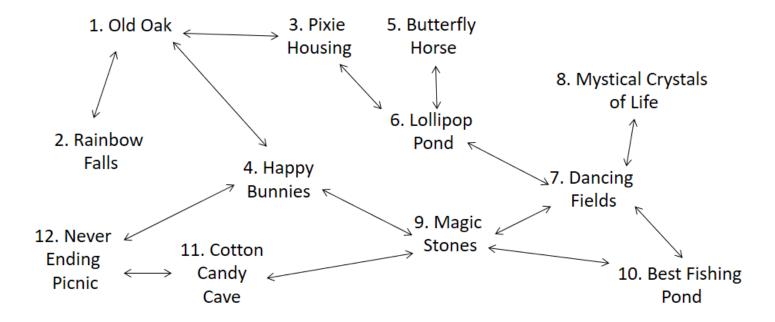
SUPER HAPPY MAGIC FOREST!!!!



This program is set in the Super Happy Magic Forest, where everybody enjoys picnics, fun, and dancing all year round (as stated above). Your job is to make a program that allows the user to travel around the forest.

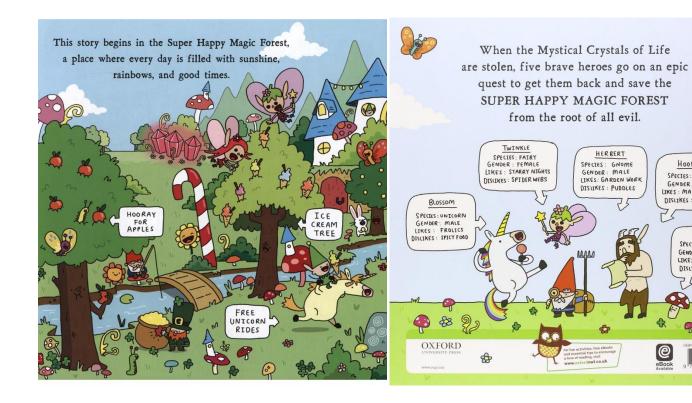
A simplified map follows:



Remember to describe each part of the Super Happy Magic Forest as you visit it (make it up).

Starter Code:

```
public class SuperHappyMagicForest {
   public static void main(String args[]) {
       new SuperHappyMagicForest();
   }
   public SuperHappyMagicForest() {
       System.out.println("Welcome to the SUPER HAPPY MAGIC FOREST!!!\n");
       System.out.println("Here everybody enjoys picnics, fun, and dancing all year round.");
       System.out.println("Enjoy the rainbows, sunshine and good times.\n");
       01d0ak();
   }
   public void OldOak() {
       System.out.println("You have found the OLD OAK.");
       System.out.println("If it is wisdom to you seek, well, you might have some luck.");
       System.out.println("It is the wisest oak tree in the whole forest.");
       System.out.println("If you just want acorns, there's a bunch of those too. \n");
       System.out.println("Where would you like to go next?");
       System.out.println("(p) Pixie Housing");
       System.out.println("(h) Happy Bunnies");
       System.out.println("(r) Rainbow Falls");
       char choice = IO.inputChar("\nYour choice? (p/h/r) ");
       System.out.println();
       if(choice =='p')
       PixieHousing();
       else if (choice =='h')
       HappyBunnies();
       else
        RainbowFalls();
   public void PixieHousing() {
       //You need to fill this in!
   public void HappyBunnies() {
       //You need to fill this in!
   public void RainbowFalls() {
       //You need to fill this in!
   public void ButterflyHorse() {
       //You need to fill this in!
   public void LollipopPond() {
       //You need to fill this in!
   public void DancingFields() {
       //You need to fill this in!
   public void MysticalCrystalsOfLife() {
       //You need to fill this in!
   public void MagicStones() {
       //You need to fill this in!
   public void CottonCandyCave() {
       //You need to fill this in!
   }
   public void NeverEndingPicnic() {
       //You need to fill this in!
}
```



HOOFIUS

SPECIES: FAUN
GENDER: MALE
LIKES: MAKING MERRY
DISLIKES: CLOTHES

TREVOR

SPECTES: MUSHROOM
GENDER: UNKNOWN
LIKES: SUNSETS
DISLIKES: SLUGS