***Looper.java***

public class Looper

{

private String loopername;

private int silver = 0;

private int numberofkills = 0;

public Looper(String name)

{

loopername = name;

}

public Looper dojob(int bars)

{

System.out.print("Bang! ");

silver = silver + bars;

numberofkills++;

return null;

}

}

***LooperDriver.java***

public class LooperDriver

{

public static void main(String[] args)

{

Looper stiff; //just some body we will create and kill off

System.out.println("Create Joe the old looper");

Looper oldjoe = new Looper("Old Joe");

oldjoe.status();

System.out.println("Create Joe the younger");

Looper joe = new Looper("Joe");

joe.status();

System.out.println("Let's make Joe rich");

int criminalsilver = 100000;

int payment = 1000;

/\* while loop checking a specific condition\*/

 /\* Scenario: Joe, kill as much as you want but

\* leave at least $90k for us \*/

while(criminalsilver >= 90000)

{

 stiff = new Looper("Stiff");

stiff = joe.dojob(payment);

criminalsilver = criminalsilver - payment;

}

System.out.println();

joe.status();

 /\* for loop \*/

/\* Scenario: Joe, do 10 jobs for us \*/

for(int i = 0; i<10;i++)

{

 stiff = new Looper("Stiff");

stiff = joe.dojob(payment);

criminalsilver = criminalsilver - payment;

}

System.out.println();

joe.status();

/\* while replaces for \*/

/\* Scenario: Joe, do 10 more jobs for us \*/

int i = 0;

while(i<10)

{

stiff = new Looper("Stiff");

stiff = joe.dojob(payment);

criminalsilver = criminalsilver - payment;

i++;

}

System.out.println();

joe.status();

/\* mix and match notation \*/

/\* Scenario: Joe, keep killing until we tell you to stop \*/

i = 0;

for(;true;) // could use "while(true)"

{

if(i>=10)break;

stiff = new Looper("Stiff");

stiff = joe.dojob(payment);

criminalsilver = criminalsilver - payment;

i++; // i is called a "sentinal" variable

}

System.out.println();

joe.status();

//Nested loops about killing old Joe but not actually doing it.

for(int k=0;k<10;k++)

{

for(int j=0;j<10;j++)

System.out.print("Kill" + j + " ");

System.out.println(oldjoe.loopername + k);

}

/\* Joe finally kill off old Joe \*/

 do{

System.out.println("Let Joe kill Old Joe");

oldjoe = joe.dojob(100);

}while(oldjoe != null);

while(oldjoe != null){

System.out.println("Question old Joe");

oldjoe.status();

}

/\* Joe kills himself \*/

 System.out.println("\nLet Joe kill himself");

joe = joe.dojob(0); //what happened here?

}

}

***Output***

Create Joe the old looper

My name is Old Joe I have 0 bars of silver earned from 0 kills and I am alive!

Create Joe the younger

My name is Joe I have 0 bars of silver earned from 0 kills and I am alive!

Let's make Joe rich

Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang!

My name is Joe I have 11000 bars of silver earned from 11 kills and I am alive!

Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang!

My name is Joe I have 21000 bars of silver earned from 21 kills and I am alive!

Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang!

My name is Joe I have 31000 bars of silver earned from 31 kills and I am alive!

Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang! Bang!

My name is Joe I have 41000 bars of silver earned from 41 kills and I am alive!

Kill0 Kill1 Kill2 Kill3 Kill4 Kill5 Kill6 Kill7 Kill8 Kill9 Old Joe0

Kill0 Kill1 Kill2 Kill3 Kill4 Kill5 Kill6 Kill7 Kill8 Kill9 Old Joe1

… … …

Kill0 Kill1 Kill2 Kill3 Kill4 Kill5 Kill6 Kill7 Kill8 Kill9 Old Joe8

Kill0 Kill1 Kill2 Kill3 Kill4 Kill5 Kill6 Kill7 Kill8 Kill9 Old Joe9

Let Joe kill Old Joe

Bang!

Let Joe kill himself

Bang!