

## Day52 WordGroup sentences

Open the attached repl and write a program that generates silly sentences by combining subjects, verbs, and adverbs that you set up in WordGroup objects. Your program will print out 10 randomly generated sentences that each have a subject, a verb, and an adverb. Here are some sample sentences:

```
My chicken howls slowly.  
Mr. Hays runs loudly.  
Frank swims quickly.
```

subject      verb      adverb

In the above sentences the subjects are “My chicken”, “Mr. Hays”, and “Frank”. You can see that these all would more or less work with the verbs “howls”, “runs”, “swims”. Finally, the adverbs modify the verbs. While all of these sentences don’t make sense in real life, they are all grammatically correct. You need to try to make your nouns and verbs work. For example, my nouns are all singular. That makes them work with the verbs that I used. Things wouldn’t work right if I had some nouns that were singular and some that were plural. Here’s a few failed examples:

```
My chickens runs pathetically.      ← chickens and runs don't match  
My chickens run pathetic.            ← pathetic is an adjective, not an adverb  
My chickens swim bloodthirsty !      ← bloodthirsty is an adjective, plus a space before !
```

Decide if your nouns will all be singular or plural, and then make things line up by making your lists all agree. Write a sample sentence as a comment at the top of your program so you can get your bearings. You may or may not love English class, but I expect you to understand what an adverb is. It modifies a verb’s action. To make my last sentence above work we’d have to say “bloodthirstily.”

Create a WordGroup in your program to store each word type (one for subjects, one for verbs, and one for adverbs). When it is time to make a sentence you can get a random item from each WordGroup using the `.getWord()` method. String the subject, verb, and adverb together like this:

```
System.out.println(subjects.getWord() + " " + verbs.getWord() + " " + adverbs.getWord() + ".");
```

Make sure your program runs well before you turn it in.