

Hobbit Name Generator

For the project, you're to create a hobbit name generator. Start with the file below, read the instructions within the main function, and complete the required task.

- You do not need to use the same package name I have in the file, though you're welcome to use it if you want.

Code:

```
package challenges;

public class HobbitNameGen
{
    public static void main(String[] args)
    {
        String[] familyNames =
        {
            "Baggins", "Banks", "Boffin", "Bolger",
            "Bracegirdle", "Brandybuck", "Brockhouse", "Brown",
            "Brownlock", "Bunce", "Burrows", "Butcher", "Chubb",
            "Chubb-Baggins", "Cotton", "Gamgee", "Gardner",
            "Goldworthy", "Goodbody", "Goodchild", "Goold",
            "Greenhand", "Grubb", "Hayward", "Headstrong",
            "Hogg", "Hornblower", "Longholes", "Maggot",
            "Mugwort", "Noakes", "Pott", "Proudfoot",
            "Puddifoot", "Roper", "Rumble", "Sackville",
            "Sackville-Baggins", "Sandheaver", "Sandyman",
            "Smallburrow", "Took", "Tunnely", "Twofoot",
            "Underhill", "Whitfoot"
        };
        String[] maleNames =
        {
            "Adalgrim", "Adelard", "Andwise", "Anson", "Balbo",
            "Bandobras", "Bergil", "Bilbo", "Bingo", "Blanco",
            "Bodo", "Bowman", "Bucca", "Bungo", "Carl",
            "Cotman", "Cottar", "Dindonas", "Doderic",
            "Dodinas", "Drogo", "Dudo", "Erling", "Falco",
            "Fastolph", "Fastred", "Ferdibrand", "Ferdinand",
            "Ferumbras", "Filibert", "Flambard", "Folco",
            "Fortinbras", "Fosco", "Fredegar", "Frodo",
            "Gerontius", "Gorbadoc", "Gorbulas", "Gorhendad",
            "Gormadoc", "Griffo", "Gundabald", "Halfast",
            "Halfred", "Hamfast", "Hamson", "Harding",
            "Hending", "Hildibrand", "Hildifons", "Hildigard",
            "Hildigrim", "Hob", "Hobson", "Holfoot", "Holman",
            "Hugo", "Ilberic", "Isembard", "Isembold",
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```

        "Isengar", "Isemgrim", "Isumbras", "Largo", "Longo",
        "Lotho", "Madoc", "Marcho", "Marmadas", "Marmadoc",
        "Marroc", "Meriadoc", "Merimac", "Merimas", "Milo",
        "Minto", "Moro", "Mosco", "Mungo", "Nob", "Odo",
        "Odovacar", "Olo", "Orgolas", "Otho", "Paladin",
        "Peregrin", "Polo", "Ponto", "Porto", "Posco",
        "Reginard", "Rendigar", "Robin", "Rorimac",
        "Rudigar", "Rufus", "Sadoc", "Samwise", "Sancho",
        "Saradas", "Saradoc", "Seredic", "Sigismond",
        "Tobold", "Togo", "Tolma", "Tolman", "Wilcome",
        "Wilibald", "Will", "Wiseman"
    };
    String[] femaleNames =
    {
        "Adaldrida", "Adamanta", "Amaranth", "Angelica",
        "Asphodel", "Belba", "Bell", "Belladonna",
        "Berylla", "Camellia", "Celandine", "Chica",
        "Daisy", "Diamond", "Donnamira", "Dora",
        "Eglantine", "Elanor", "Esmerelda", "Gilly",
        "Goldilocks", "Hanna", "Hilda", "Lily", "Linda",
        "Lobelia", "Malva", "Marigold", "May", "Melilot",
        "Menegilda", "Mentha", "Mimosa", "Mirabella",
        "Myrtle", "Pansy", "Pearl", "Peony", "Pervinca",
        "Pimpernel", "Poppy", "Primrose", "Primula",
        "Prisca", "Rosamunda", "Rosa", "Rose", "Ruby",
        "Salvia", "Tanta"
    };

    // Ask the user if they are male or female.
    // if male, pick random name from male names list.
    // (random must include the possibility of getting any
    // of the names in that list)
    // if female, pick random name from female names.
    // (random must include the possibility of getting any
    // of the names in that list)
    // pick random surname regardless of gender. (random
    // must include the possibility of getting any of the
    // names in that list)
}
}

```