

# First test - Welcome method

VirtualSupportApp.java

```
import java.util.HashMap;
```

```
public class VirtualSupportApp {
```

```
    public static void main(String[] args) {
        VirtualSupportApp app = new VirtualSupportApp();
    }
```

```
    public VirtualSupportApp(){
        init();
    }
```

- ito yung Constructor ng VirtualSupportApp (ibig sabihin, taga gawa ng Object pag tinawag natin sa "new VirtualSupportApp()")

```
    private void init(){
        welcome();
    }
```

- tapos itong lang yung gusto natin gawin niya pag naka-create na tayo ng Object

```
    private void welcome(){
        System.out.println("*****");
        System.out.println("*****");
        System.out.println("***          ~~~          ***");
        System.out.println("*** WELCOME TO THE COMPUTER TECH SUPPORT SYSTEM! ***");
        System.out.println("***          ~~~          ***");
        System.out.println("***                Ver. 1.0                ***");
        System.out.println("*****");
        System.out.println("*****");
        System.out.println("*   May problema ang computer mo? Itanong mo lang.   *");
        System.out.println("*   Tutulungan kitang i-solve ang problema.         *");
        System.out.println("*                                                    *");
        System.out.println("*           I-TIPA SA ENGLISH ANG PROBLEMA.          *");
        System.out.println("*           or I-TIPA ang BYE to exit.               *");
        System.out.println("*****\n");
        System.out.println("Hi, my name is " + technician + ". I am your computer technician today.");
        System.out.println("What can I do for you?\n");
    }
```

- heto na yung welcome.  
It's not the prettiest kasi ma-  
nu-mano ginawa pero this will  
do for now.

```
}
```