

Meat of the app

***AND THIS IS the meat of our application.

- in Java, this is the entry point of an application. "public static void main(String[] args)"
- dito natin inilagay yung main LOGIC ng ating Virtual Tech Support App

```

public static void main(String[] args) {
    VirtualSupportApp app = new VirtualSupportApp();
    boolean processing = true;
    do{
        System.out.print("> ");
        String inquiry = app.read();
        if(inquiry.startsWith("bye") || inquiry.startsWith("Bye")){
            processing = false;
            System.out.println("Goodbye! Have a nice day!");
            System.exit(0);
        }
        app.generateResponse(inquiry);
    } while(processing==true);
}

```

← every time na i-execute ang ating app, gagawa ng OBJECT ng ating app
 ← gawa tayo ng isang variable para sa ating logo

- Dito, ang sinasabi:
 ***Sige, print mo ang prompt para mag type ng inquiry
 ***Pag nag type, basahin.
 ***Pag yung binasa ay nagsisimula sa word na "bye" or "Bye"... "processing" ay false na...and then..exit mo na ang app.
 ***Pero kung ibang words, sige iprocess at kuhanan ng response
 ***Gawin mo lang ito paulit ulit hanggang ang "processing" ay true

