```java
1   /*
2    * Programmer:  Chad Philip Johnson
3    * Date Created:  Wednesday, October 03rd, 2012
4    * Date of Last Modification:  Thursday, October 04th, 2012
5    *
6    * Description:
7    * Driver.class provides a framework for an instance of Assistant.class
8    * and allows a user to execute the various subroutines offered by that
9    * class.  Driver.class depends on Assistant.class for necessary
10   * program subroutines and CinReader.class to handle user input.
11   */
12
13   import java.util.*;
14   import java.math.*;
15
16   /**
17    * Driver.class provides a framework for an instance of Assistant.class
18    * and allows a user to execute the various subroutines offered by that
19    * class.  Driver.class depends on Assistant.class for necessary
20    * program subroutines and CinReader.class to handle user input.
21    *
22    * @author Chad Philip Johnson
23    * @version 1.0
24    */
25
26   public class Driver {
27
28       /**
29        * Run the program
30        */
31       public static void main( String[] args )    {
32
33           // Welcome message (appears only once)
34           System.out.print( "\nWelcome to SimpleAssistant v1.0!\n\n" );
35
36           // Create an instance of Assistant.class
37           Assistant assistant        = new Assistant();
38
39           // Holds user input
40           char charUserSelection;
41
42           do {
43
44               // Display the current date
45               System.out.println( "The current date and time is " + new Date().toString() );
46               // Display a random joke every time the main menu is printed
47               System.out.print( "\nRandom Joke:\n" );
48               assistant.randomJoke();
49
50               System.out.println( "Please choose what you would like to do for today:" );
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51              System.out.println( "\tGas (M)ileage Calculator" );
52              System.out.println( "\tTo-Do (L)ist" );
53              System.out.println( "\t(G)rade Calculator" );
54              System.out.println( "\t(N)umber Guessing Game" );
55              System.out.println( "\t(H)angman Game" );
56              System.out.println( "\t(Q)uit" );
57
58              // Read user input
59              charUserSelection   = assistant.driverKeyboard.readChar();
60
61              switch( charUserSelection ) {
62                  // Execute mileage calculator subroutine when user enters 'm' or 'M'
63                  case 'm':
64                  case 'M':
65                      assistant.mileageCalculator();
66                      break;
67
68                  // Execute to-do list subroutine when user enters 'l' or 'L'
69                  case 'l':
70                  case 'L':
71                      assistant.toDoList();
72                      break;
73
74                  // Execute grade calculator when user enters 'g' or 'G'
75                  case 'g':
76                  case 'G':
77                      assistant.gradeCalculator();
78                      break;
79
80                  // Execute number game when user enters 'n' or 'N'
81                  case 'n':
82                  case 'N':
83                      assistant.numberGame();
84                      break;
85
86                  // Execute hangman game when user enters 'h' or 'H'
87                  case 'h':
88                  case 'H':
89                      assistant.hangmanGame();
90                      break;
91
92                  // Exit program when user enters 'q' or 'Q'
93                  case 'q':
94                  case 'Q':
95                      charUserSelection   = 'q';
96                      break;
97
98                  // Print error message when user inputs an invalid character
99                  default:
100                     System.out.print("The selection \"" + charUserSelection + "\" is not a valid option.  Please select from the
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                      available choices (in parentheses).\n\n");

            }

        // Continue menu loop until user has entered 'q' or 'Q'
        } while( !( charUserSelection == 'q' || charUserSelection == 'Q' ) );

    // Farewell message (appears only after the user decides to exit the program)
    System.out.print( "\n\nThank you for using Simple Assistant v1.0!  Have a mediocre day!\n\n" );

    return;

    }

}
```