

MathChallenge02.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class MathChallenge02 {
6
7
8     public static void main(String[] args) {
9         Scanner keyboard = new Scanner(System.in);
10        System.out.println("Are you ready for a math challenge!?\nEnter \"yes\" to
continue."); //alt version uses yes or no
11
12        String play = keyboard.nextLine();
13
14        if(play.equalsIgnoreCase("yes")) //play.equals("yes") could work but we want to ignore
the case
15        {
16            System.out.println("LET THE CHALLENGE BEGIN!!!");
17        }
18        else
19        {
20            System.out.println("Aw...");
21            System.exit(0); //Immediately stops the program here
22        }
23
24        int num1 = 2; //Alt version uses an RNG
25        int num2 = 3;
26        int result = num1 + num2;
27        System.out.println("What is "+num1+" + "+num2+"?");
28
29        int answer = keyboard.nextInt();
30
31        if(answer == result)
32        {
33            System.out.println("You win!!!");
34        }
35        else
36        {
37            System.out.println("SORRY! NOPE!");
38        }
39    }
40
41 }
42
```