

MathChallenge03.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Random;
5 import java.util.Scanner;
6 public class MathChallenge03 {
7
8     public static final int RNG_RANGE = 100;
9     public static void main(String[] args) {
10         Scanner keyboard = new Scanner(System.in);
11         Random r = new Random();
12         System.out.println("Are you ready for a math challenge!?\nEnter \"yes\" to continue.");
13
14         String play = keyboard.nextLine();
15
16         if(play.equalsIgnoreCase("yes"))//play.equals("yes")
17         {
18             System.out.println("LET THE CHALLENGE BEGIN!!!");
19         }
20         else
21         {
22             System.out.println("Aw...");
23             System.exit(0);//Immediately stops the program here
24         }
25
26         int num1 = r.nextInt(RNG_RANGE);
27         int num2 = r.nextInt(RNG_RANGE);
28         int result = num1 + num2;
29         System.out.println("What is "+num1+" + "+num2+"?");
30
31         int answer = keyboard.nextInt();
32
33         if(answer == result)
34         {
35             System.out.println("You win!!!");
36         }
37         else
38         {
39             System.out.println("SORRY! NOPE!");
40         }
41     }
42 }
43
44 }
45
```