

MathChallenge.java

```
1 /*
2  * Written by JJ Shepherd
3  */
4 import java.util.Scanner;
5 public class MathChallenge {
6
7     public static void main(String[] args) {
8         Scanner keyboard = new Scanner(System.in);
9         System.out.println("Are you ready for a math challenge!?\nEnter \"true\" or
10         \"false\""); //alt version uses yes or no
11
12         boolean play = keyboard.hasNextBoolean();
13
14         if(play) //play == true
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 }
```