

## Decision Making Structures

1. Create a project called **YourLastNameU3A1Prog1**
2. Import the Scanner utility using the following code:  

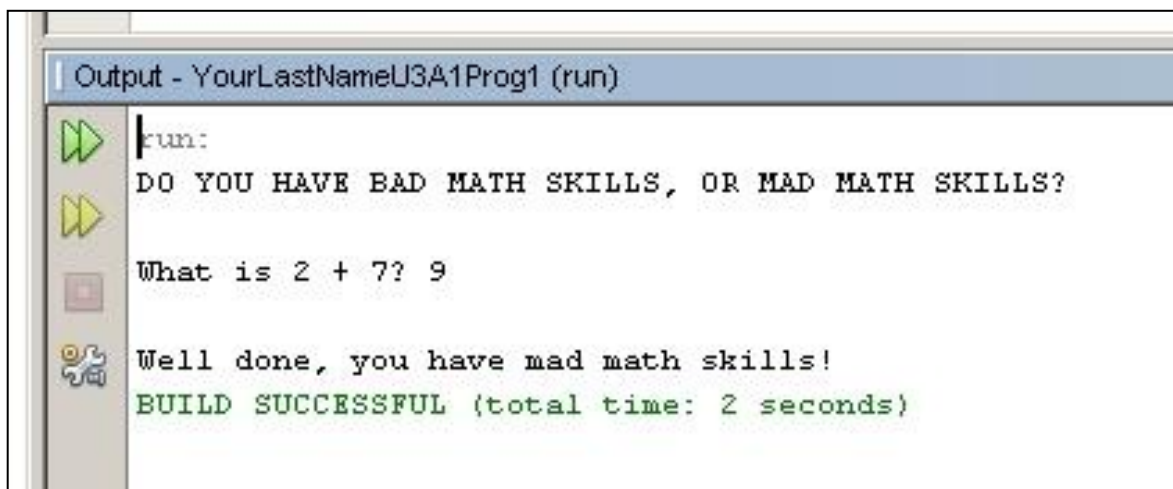
```
import java.util.Scanner;
```
3. Set up the Scanner utility in your program with the following code:  

```
Scanner keyedInput = new Scanner (System.in);
```
4. Declare a constant variable of type `int` called **ANSWER** that holds the value of **9**.
5. Declare a variable of type `int` called **guess**.
6. Create an output statement that outputs the following to the screen:  
**DO YOU HAVE BAD MATH SKILLS, OR MAD MATH SKILLS?**
7. Prompt the user to provide an answer for the equation  $2+7$  and then store their answer in the `guess` variable.
8. Create an decision making structure using the following code:

```
if (guess == ANSWER )  
    {System.out.println ("Well done, you have mad math skills!");}  
else  
    {System.out.println ("Sorry, you have bad math skills!");}
```

9. Debug the program until you can get it to work. The output should resemble the following:

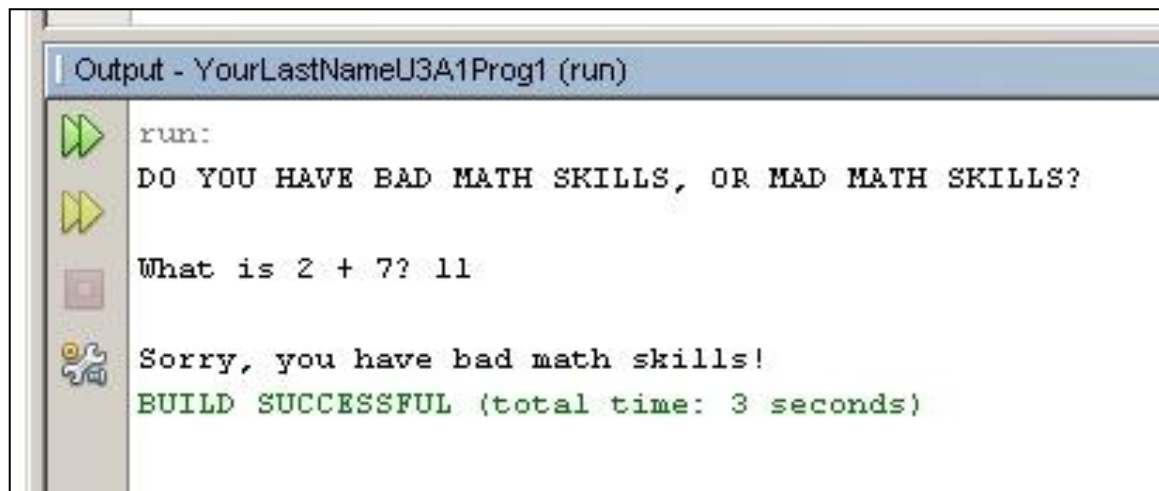
When a correct answer of 9 is inputted:



The screenshot shows an IDE output window titled "Output - YourLastNameU3A1Prog1 (run)". The output text is as follows:

```
run:  
DO YOU HAVE BAD MATH SKILLS, OR MAD MATH SKILLS?  
  
What is 2 + 7? 9  
  
Well done, you have mad math skills!  
BUILD SUCCESSFUL (total time: 2 seconds)
```

When an incorrect answer is inputted:



The screenshot shows a terminal window titled "Output - YourLastNameU3A1Prog1 (run)". The output text is as follows:

```
run:
DO YOU HAVE BAD MATH SKILLS, OR MAD MATH SKILLS?
What is 2 + 7? 11
Sorry, you have bad math skills!
BUILD SUCCESSFUL (total time: 3 seconds)
```

The terminal window includes a vertical toolbar on the left with icons for running (green play button), stepping (yellow play button), stopping (red square), and debugging (bug icon).