```
import java.util.*;
public class UCApp
{
   public static void main (String[] a)
   {
      Scanner input = new Scanner(System.in);
      //System.out.println("Program will calculate slope and approximation"
      //+" area of the semicircle equation based on your value you enter \n");

      System.out.println("Enter 'yes' to start programm or 'no'to determinate: ");
      String control = input.next();
      while(control.equals("yes"))
      {
         System.out.print("Enter number between -1 and 1 to calculate slope:");
         double x = input.nextDouble();
         if (x<1 && x>-1)
         {
            double slope = UCCalculator.equationOFslope(x);
            System.out.println("Slop at ( "+x+" , "+slope+" )");

         }
         else
         {
            if (x==1)
            {
               System.out.println("Slope at (0,1) = 0 ");
            }
            else if (x==-1)
            {
               System.out.println("Slope at (0,-1) = 0 ");
            }
            else
            {
               System.out.println("Number " + x + " is out of domain.");

            }
         }


         System.out.println("Enter number of rectangles to calculate area:");
         int num_rectangles = input.nextInt();

         if (num_rectangles >=0)
         {
            double area = UCCalculator.approx_area(num_rectangles);
            System.out.println("Approximation area of semicircle is "+area);


         }
```

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            else
            {
                System.out.println("Number "+num_rectangles+" is negative, so it can not be calculated.");
            }
            System.out.println("If you want to continue enter 'yes' or 'no' to stop");
            control = input.next();
        }
        System.out.println("Good bye ,see you next time!");
    }

}
```