

## Java Assignment 2d – NumberTime

Create a new Java project with a class called NumberTime.

*Object:*

Have the user enter a number and then do the following calculations on it (which it has to display as in the example):

1. Double the number (number x 2)
2. Half the number (number ÷ 2)
3. The number squared (number x number)
4. The number plus half of itself (number + number÷2)

Hint: You will have to use variables of the double type because you are dividing at some point. Don't worry about any extra 0s that appear in your answer – that is normal when working with double variables.

Upload the completed java code to Edmodo when done (in either .txt or .docx format)

*Example output 1:*

```
Enter a number > 8
Double of 8.0 is 16.0
Half of 8.0 is 4.0
Square of 8.0 is 64.0
One and half times 8.0 is 12.0
```

*Example output 2:*

```
Enter a number > 6
Double of 6.0 is 12.0
Half of 6.0 is 3.0
Square of 6.0 is 36.0
One and half times 6.0 is 9.0
```