

Java Assignment 6e- Year Two Math Tutor

Create a new Java project with a class called YearTwoMathTutor

Object:

The infant school called Saint David's were so impressed by your previous Math Tutor program that they are back to ask you for an extended version of the program for their year 2s.

They would like you to make a Maths Tutor program where students do three simple sums: one addition (+), one subtraction(-) and one multiplication (x).

For each problem, the program must generate two random numbers between 10 and 20 (both included) to be used in the calculations. Students must then be asked to add them together. The program should congratulate them if they get it right and tell them "oops!" and the right answer if they don't.

At the end, the program must award the student as follows: Gold Medal for getting all 3 right, Silver Medal for getting 2 right, Bronze Medal for getting 1 right and Wooden Medal for not getting any right.

LIMITATION: You may use a MAXIMUM of **5 int-type variables** in the WHOLE program.

Hint: As programs get longer, it becomes VERY important to work them out on paper first – DO NOT START until you have a working flowchart/algorithm.

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

Example output (input in italic):

Welcome to Math Tutor 2

11 + 15 = 23

Oops! The right answer was: 26

19 - 10 = 9

Good job!

13 x 11 = 142

Oops! The right answer was: 143

You got 1 out of 3 questions right.

That gets you a BRONZE MEDAL.