Java Assignment 2e – MagicThree

Create a new Java project with a class called **MagicThree**.

Object:

Have the program ask the user for a number between 1 and 10 (both included).

The do the following set of calculations on it:

> 1. Square the number. That means number x number.
> 2. Add the result to the original number.
> 3. Divide by the original number.
> 4. Add 17.
> 5. Subtract the original number.
> 6. Divide by 6.

Then have the computer display the result (the magic is that the results should always be 3).

Hint: *You will have to use variables of the double type because you are dividing at some point.*

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

Example output 1:

Enter a number between 1 and 10 > 8

After a bit of magic...

The result is: 3!

Example output 2:

Enter a number between 1 and 10 > 4

After a bit of magic...

The result is: 3!