

Java Assignment 4d – Goldilocks1

Create a new Java project with a class called Goldilocks1

Object:

Have the user enter a number for evaluation.

If the number is less than 5, the computer must respond with “too cold”.

If the number is between 5 (included) and 10 (included), the computer must respond with “just right”.

If the number is greater than 10, the computer must respond with “too hot”.

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

Example output 1:

Enter the number > 3

too cold

Example output 2:

Enter the number > 6

just right

Example output 3:

Enter the number > 13

too hot