Java Assignment 2b – AgeMe

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

Object:

Have the user enter his/her age (in years)

Have the computer then tell them how old they will be in 10 years.

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

Example output 1:

How old are you?

25

In 10 years you will be 35 years old!

Example output 2:

How old are you?

4

In 14 years you will be 35 years old!