## **Instructions:**

1. Click on File -> Make a copy

**Include your IPO Chart with your code in Eclipse IDE:** We will discuss and demonstrate this in the computer lab.

## **IPO CHART**

Program name:	MathTutor(Mastery)	
INPUT	PROCESS	OUTPUT
Hint: What will the user input?	Hint: What is the program going to do with the input information?	Hint: What will the screen display after user input?
- What is the answer to the math question?	<ul> <li>Declare int variable for user answer, computer answer, numb 1, and numb 2</li> <li>Make numb 1 and numb 2 equal to a randomly generated number between 1-10</li> <li>Create a int variable to get the randomly generated operator</li> <li>The random operator variable will be equal to a number between 1-4</li> <li>Use cases, if random number is 1 than you + the 2 numbers, if random number is 2 than</li> </ul>	E.g. What is 3 - 2? 1 Correct! E.g. What is 7 * 2? 2334 Incorrect. The answer is 14

- you -, if it's 3 you \*, if it's 4 you /.
- Define string type variable to store the operator
- Now in each case, you take the randomly generated operator and do numb1 operator numb2, which will do the operation on numb1 and numb2
- Store the answer as computer answer
- Ask the user for user input on what they think the answer is
- If the user's answer is the same as the computers answer, than they are correct, otherwise its wrong.