

Challenge 1: Even or Odd

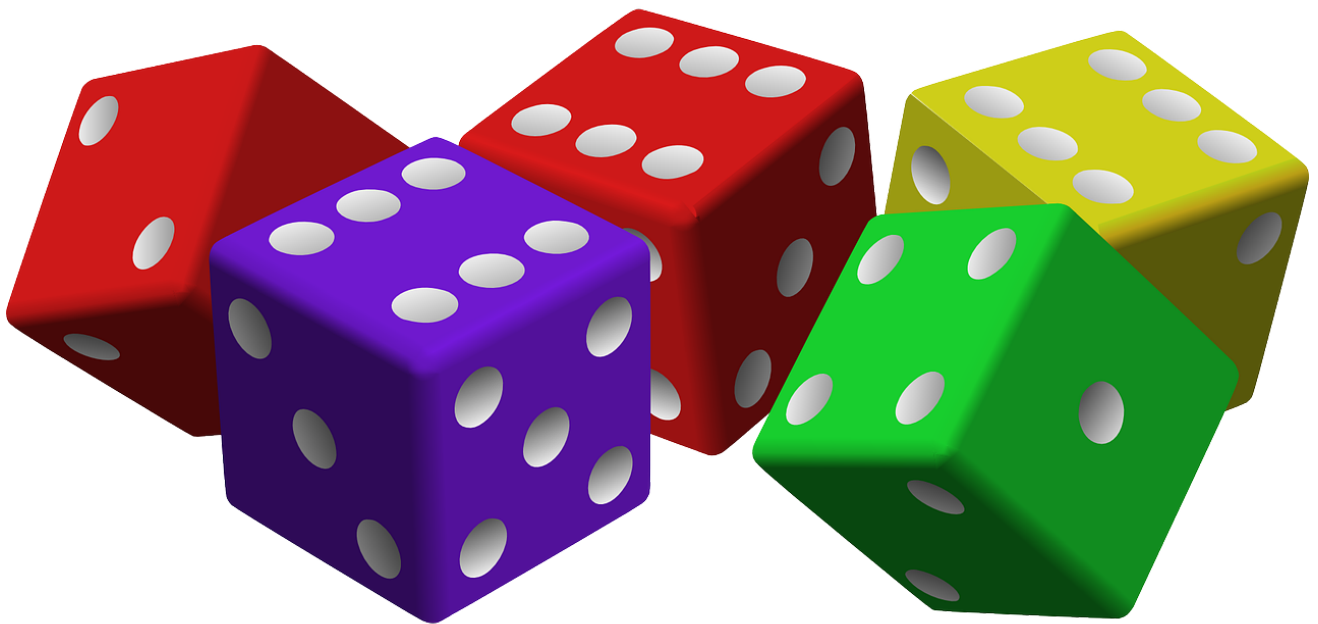
In this challenge, you will implement a Java program to find out if a number is even or odd.

We'll cover the following ^

- Problem statement
- Coding exercise

Problem statement

A group of friends rolls a dice, and they want to figure out whether the number that comes is an **even** number or an **odd** number. They employ your coding skills to figure it out.



Any given side of a dice can be either 'even' or 'odd'

Coding exercise

Given a number `x`, you should check whether it is even or odd.

- If it is **even**, then store `"even"` in `answer`.

- If it is **odd**, then store **"odd"** in **answer**.

Only write the code where instructed in the snippet below. The **return** statement and the **variable** to be returned are already mentioned for you. Don't worry too much about the return statement for the moment, and just set the value of the **answer** correctly.

Test your code against our cases and see if you can pass them.

The solution is given in case you get stuck, and the next lesson will include a review of the solution, but it is **highly recommended** that you try it yourself first!

Good Luck!

```
class even_odd {  
    public static String evenodd(int x) {  
        String answer = "";  
        // Enter your code here  
        // Store your final result in the variable answer  
  
        /* You do not need to worry too much about the return statement for the  
        moment and just set the value of "answer" correctly*/  
  
        return answer;  
    }  
}
```



In the next lesson, we will review the solution to the above challenge.