Code was created and ran as expected, no runtime errors occurred, but, I did notice I made a mistake in the previous prime number skillbuilder I made that I pulled some code from. Despite 5, 2, and 3 being prime numbers, the original skillbuilder would have output them not being as such, I have corrected this in the mastery project by adding an extra if statement to check if the numbers are 5, 2 or 3 and return true.

```
if (input % 2 != 0 && input % 3 != 0 && input % 5 != 0) {
    System.out.print(input + " is a prime number.");
} else {
    System.out.print(input + " is not a prime number.");
}
```

Above is the flawed skillbuilder code.

```
if (num == 2 || num == 3 || num == 5) {
    return true;
} else if (num % 2 != 0 && num % 3 != 0 && num % 5 != 0) {
    return true;
} else {
    return false;
```

Above is the fixed code in the mastery project.