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soimport java.util.Scanner;
            public static void main(String[] args) {
                                  Scanner userInput = new Scanner(System.in);
Random rand = new Random();
                                //Variable initialization
double random_number_1;
double random_number_2;
double user_answer;
double computer_answer = 0;
int math_method_int;
String math_method = null;
                                 //Random math problem generation
random_number_1 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_1 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_1 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_1 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextDouble(10 - 1 + 1) + 1);
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_2 = Math.round(rand.nextInt(4 - 1 + 1) + 1;
random_number_
                                     if (math_method_int == 2) {
    math_method = "-";
                                   }
if (math_method_int == 3) {
    math_method = "*";
                                          f (math_method_int == 4) {
                                             math_method = "/";
                               //User input
System.out.print("What is the answer to: " + random_number_1 + math_method + random_number_2 + "?(round to nearest integer) ");
                              user_answer = userInput.nextDouble();
                             //logic and calculations
if (math_method_int == 1) {
   computer_answer = random_number_1 + random_number_2;
                             }
if (math_method_int == 2) {
    computer_answer = random_number_1 - random_number_2;
                            }
if (math_method_int == 3) {
    computer_answer = random_number_1 * random_number_2;
                             }
if (math_method_int == 4) {
    computer_answer = Math.round(random_number_1 / random_number_2);
}
                           tompace._
}
if (user_answer == computer_answer) {
    System.out.print("Your answer was correct. Good job!");
} else {
    System.out.print("Your answer was iccorrect. The correct answer was: " + computer_answer);
}
```

The code remained consistent with the plan, though no runtime errors occurred, minor changes were made to the code to increase simplicity, this being adding the math.round function to the random number generating and to the division case so the answer is a whole number.