

## LargerNumber Algorithm

Import .util.\* for scanner. Instantiate new scanner object. create two methods to calculate largest of two and three sets of numbers. create variables to calculate and store user input.

### **CLASS Main**

#### **Main Method**

**METHOD** maxTwo(num1, num2) max = Math.max(num1, num2);

return max

**METHOD** maxThree(num1, num2, num3) test1 = maxTwo(num1, num2)

max = maxTwo(test1, num3) return max

**INITIALIZE** 5 num variables, 2 input and 3 result variables to be compared/calculate for largest

**CALCULATE** call maxTwo method to return largest variable

**DISPLAY** Larger of num1 and num2 is result1

**PROMPT** user to enter two numbers to be compared

**CALCULATE** call maxTwo method to return largest variable

**DISPLAY** Larger of input1 and input2 is result2

**CALCULATE** call maxThree method to return largest variable

**DISPLAY** Larger of num3, num4 and num5 is result3

scan.close();

#### **END of Main Method**

### **END of CLASS Main**