

# Console Lab

Create a new project named `console_lab` with a new class named `ConsoleLab`. Your main method should call each method you write below.

Make sure you use comments and correct java conventions.

1.
  1. Write a method that reads in an integer from the Console and prints that integer (no loop).
  2. Edit your code from Step #1 to determine if the number is odd or even and then prints out "odd" or "even" instead of the value of the integer using an if/else statement (no loop).
  3. Now edit this code to use a while loop to keep asking for a number until the input number is 0.
2.
  1. Write a method that reads in a String from the Console and prints that String.
  2. Edit your code to determine the length of the String and prints out the String and the length of the String.
  3. Edit your code to use a while loop to keep asking for a String until the length of the String is equal to 10.
3.
  1. Write a method that reads in an integer (1 to 5) from the Console.
  2. Using the random method, find a number between 1 and 5.
  3. If the random number matches the number inputted, print "Good guess!", otherwise continue to ask the user for a number until the user finally guesses the number correctly.

Here is some sample code:

```
Scanner console = new Scanner (System.in);
int number;

System.out.print ("Input a number: ");
number = console.nextInt();

while (????) {

    System.out.println ("You inputted " + number);

    number = console.nextInt();
}

console.close();
```