Java 2.1 Activity 2 Lottery

import java.util.Scanner;

public class Main

{

public static void main(String[] args) {

Scanner input = new Scanner(System.in);

int randomNum = (int) (Math.random() \* 100) + 1;

System.out.println("Please enter a random number");

int userNumber = input.nextInt();

int tenUserDigit = userNumber/10;

int tenRandomDigit = randomNum/10;

int oneUserDigit = userNumber%10;

int oneRandomDigit = randomNum%10;

if(userNumber == randomNum){

System.out.println("Congrats you have won £10,000");

}

else if(tenUserDigit == tenRandomDigit || oneRandomDigit == oneUserDigit){

System.out.println("Congrats you have won £3,000");

}

else if(tenRandomDigit == oneUserDigit || oneRandomDigit == tenUserDigit){

System.out.println("Congrats you habe won £1,000");

}

else if(userNumber!=randomNum){

System.out.println("Incorrect Number.");

}

System.out.println("The winning number is " + randomNum);

}

}