## IS2104 - Rapid Application Development

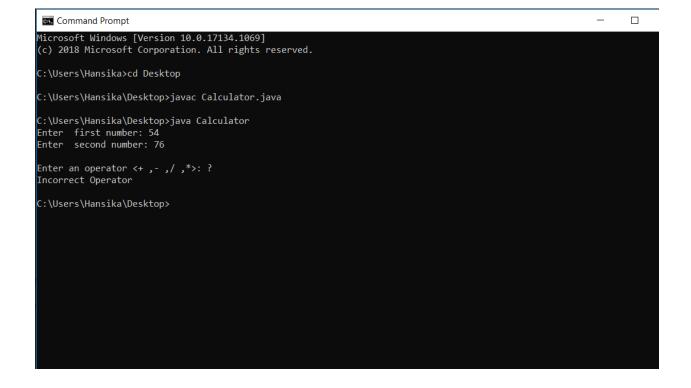
## 2020 Activity 3

## 1.Calculator

```
import java.util.*;
□public class Calculator{
     public static void main(String args[]){
         int num1;
         int num2;
         char option;
         Scanner scan= new Scanner(System.in);
         System.out.print("Enter first number: ");
         num1=scan.nextInt();
         System.out.print("Enter second number: ");
         num2=scan.nextInt();
         System.out.println("");
         System.out.print("Enter an operator <+ ,- ,/ ,*>: ");
         option = scan.next().charAt(0);
         switch(option) {
                 System.out.println( num1+" + "+num2+" = "+(num1+num2));
                 System.out.println(+num1+" - "+num2+" = "+(num1-num2));
                 break;
case '/':
                 System.out.println(+num1+" / "+num2+" = "+(float)num1/num2);
                 case '*':
                 System.out.println(+num1+" * "+num2+" is = "+(num1*num2));
                 System.out.println("Incorrect Operator");
```

```
C:\Users\Hansika\Desktop>java Calculator
Enter first number: 14
Enter an operator <+ ,- ,/ ,*>: /
14 / 5 = 2.8

C:\Users\Hansika\Desktop>
```



## 2.Random numbers

