Define a method which returns the square of the given number if it is an even, return cube of the given number if it is an odd number.

Write the method with the following specifications

Name of method ***calculate()***// which accepts an integer value as argument and return square of the given value if it is an even, return cube of the given value if it is an odd number.

Arguments: one argument of type integer

Return Type: an integer value

Specifications: The value returned by the method ***calculate()***is determined by the following rules

if the given number is negative or zero, return -1.

if the given number is even, return square of the number.

if the given number is odd, return cube of the given number.

**Read the steps below carefully before you start**

* + 1. Download the skeleton code provided ***(***[***ECC\_11\_Rounder.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_11_Rounder.java)***)***
    2. In the downloaded file, add your code in the placeholder - "ADD YOUR CODE HERE"
    3. To write code, you can use editors such as Eclipse, Notepad, GEdit, VIM etc
    4. Compile your code
    5. Check the output and upload the source file i.e., .java file

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1. click on ‘Select a file' button. Locate and select the .java file ([***ECC\_11\_Rounder.java***](http://scoremore.talentsprint.com/asset-v1:CodeCraft+Tech-01+2016+type@asset+block/ECC_11_Rounder.java)) you want to upload. Ensure that you select the correct file as only one file can be uploaded. In case you selected the wrong file, refresh the page before proceeding to next step.
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