

## Reflection Logs

Credit name: Chapter 3

Assignment Name: Mastery - Project

```
Scanner userInput = new Scanner (System.in);
System.out.print("How many minutes you spent on Designing the program: ");
double Designing = userInput.nextDouble();
System.out.print("How many minutes you spent on Coding the program: ");
double Coding = userInput.nextDouble();
System.out.print("How many minutes you spent on Debugging the program: ");
double Debugging = userInput.nextDouble();
System.out.print("How many minutes you spent on Testing the program: ");
double Testing = userInput.nextDouble();
double TotalTime = Designing+Coding+Debugging+Testing;
```

Declare four basic variables Designing, Coding, Debugging, Testing and a variable "TotalTime" to sum all the basics. All five with double data type.

```
double DesignP = (Designing/TotalTime)*100;
double CodeP = (Coding/TotalTime)*100;
double DebugP = (Debugging/TotalTime)*100;
double TestP = (Testing/TotalTime)*100;
```

Calculate the percentage of each task by taking the time 1 task spent divided by total time and multiplied by 100.

```
System.out.println(" ");
System.out.println(" ");
System.out.println("Task % Time");
System.out.println("The percentage of time you spent on designing is: "+DesignP+"%");
System.out.println("The percentage of time you spent on coding is: "+CodeP+"%");
System.out.println("The percentage of time you spent on debugging is: "+DebugP+"%");
System.out.println("The percentage of time you spent on testing is: "+TestP+"%");
```

Print the outputs to the screen.