Reflection Logs

Credit name: Chapter 4
Assignment Name: Mastery - MathTutor

```
int firstNum = (int)(10 * Math.random()+1);
int secondNum = (int)(10 * Math.random()+1);
```

Generate two random numbers from 1 to 10.

```
System.out.println("What operator do you wish to do: ");
System.out.println("1) +");
System.out.println("2) -");
System.out.println("3) x");
System.out.println("4) :");
System.out.print("Your operator: ");
int operator = userinput.nextInt();
String operator1 = " ";
switch (operator) {
    case 1:
        question = firstNum + secondNum;
        operator1 = "+";
        break;
    case 2:
        question = firstNum - secondNum;
        operator1 = "-";
        break;
    case 3:
        question = firstNum * secondNum;
        operator1 = "x";
        break;
    case 4:
        question = firstNum / secondNum;
        operator1 = "/";
        break;
}
```

Ask the user for the operator for the operator they want to do with and compare the input in the switch operator to generate the corresponding question and the answer for that question.

```
System.out.println(" ");
System.out.println(" ");
System.out.println("What is " + firstNum + " " + operator1  + " " + secondNum + " = ?");
System.out.print("Your answer: ");
int answer = userinput.nextInt();
```

Print out to the screen the question and take the user's answer for the question - round to the whole number.

```
if (answer == question) {
    System.out.println(" ");
    System.out.print("Correct. Congratulations");
}
    else  {
        System.out.println(" ");
        System.out.print("Incorrect. Try again with another question");
}
```

Check the user's answer by putting the input into the if statement to see if the answer is correct or not.