Challenge 2: Implement an Interface

Can you implement an interface in your class? A solution is placed in the solution section to help you, but we would suggest you try to solve it on your own first.

WE'LL COVER THE FOLLOWING

Problem Statement

You are given an interface, `IAddition`, which contains a method signature `int AddTwo(int num1, int num2).` You need to write a class called `Calculator` which implements the `IAddition` interface.

The `AddTwo(int num1, int num2)` method takes two integers and returns their sum.

Input

Calling the `AddTwo(int num1, int num2)` method by passing `num1` and `num2`.

Output

Returns the addition of `num1` and `num2`.

Sample Input

```
Calculator cal = new Calculator();
cal.AddTwo(10, 20);
```

Sample Output

```
30
```

Coding Exercise

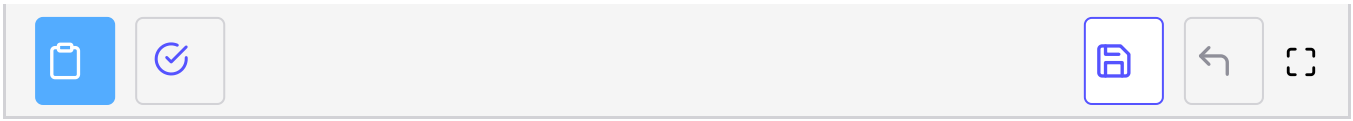
First, take a close look and design a step-by-step algorithm before jumping to the implementation. This problem is designed for practice, so try to solve it on your own. If you get stuck, you can always refer to the solution provided in the solution review.

Good luck!

```
class Calculator { // Change this line

  public int AddTwo(int num1, int num2) {
    // Write your code here
    return 0;
  }

}
```



The solution will be explained in the next lesson.