QUIZ ASSIGNMENT

```
import java.util.*;
import java.util.Scanner;
public class Main {
    public static void main(String[] args) {
      System.out.println(quiz());
  }
   static String quiz() {
      Scanner scan = new Scanner(System.in);

      int ansOne = 17;
      int ansTwo = 24;
      int ansThree = 1;
      int ansFour = 39;
      String question = "question: evaluate 20 + 19 (put answer as number)";
      int answer = scan.nextInt();
      boolean win = answer == ansFour;

      //setup
      System.out.println(question); //question
      System.out.println("A: " + ansOne);
      System.out.println("B: " + ansTwo);
      System.out.println("C: " + ansThree);
      System.out.println("D: " + ansFour);
      //System.out.println("did your get it correct: " + );
      System.out.println();
      //scoring
      if (win) {
        return "good correct final score win";
      } else {return "no wrong final score lose";}

    }
}
```

CALCULATOR PROJECT

```
import java.util.*;
import java.util.Scanner;
public class Main {
    public static void main(String[] args) {
      System.out.println(calc(3.0, "/", 1.0));

    }
    static double calc(double numbOne, String op, double numbTwo) {
      Scanner scan = new Scanner(System.in);
      double numOne = scan.nextDouble();
      String operator = scan.next();
      double numTwo = scan.nextDouble();
      int two = 2;
      String prompt = "input " + two + " numbers and an operator (+, -, *, /) between them";

      //setup
      System.out.println(prompt);
      System.out.println();

      //logic/run
      if (operator.equals("+")) {
        return numOne + numTwo;
      } else if (operator.equals("-")) {
          return numOne - numTwo;
      } else if (operator.equals("*")) {
          return numOne * numTwo;
      } else if (operator.equals("/")) {
          return numOne / numTwo;
      } else {return -99999;}
    }

}
```

NUMBER ANALYZER PROJECT

```
import java.util.*;
import java.util.Scanner;

public class NumberAnalyzer {
    public static void main(String[] args) {
        System.out.println(analyze());
    }
    static Object analyze() {
      Scanner keyboard = new Scanner(System.in);

        // -- YOUR CODE GOES HERE --
        // Part 1: Declare your variables here to keep track of the sum,
        // even count, and odd count.
        int sum = 0;
        int evenCount = 0;
        int oddCount = 0;

        // Ask the user how many numbers they want to analyze.
        System.out.println("enter total numbers to analyze");
        int count = keyboard.nextInt(); //literally how many numbers

        for (int userCount = 0; userCount < count; userCount++) { //usercount is the number of
count
          System.out.println("enter a number to analyze");
          int currentNumber = keyboard.nextInt();
        sum += currentNumber;
        if (currentNumber % 2 == 0) {
          evenCount++;
        } else {oddCount++;}
        }
        // Part 3: After the loop, print a final report.
        return "total sum: " + sum + ", even count: " + evenCount + ", odd count: " + oddCount;
        //keyboard.close();
    }
}
```