**Advance Math Learning Tool**

package javaapplication25;

import java.util.Scanner;

public class JavaApplication25 {

public static void main(String[] args) {

Scanner input = new Scanner (System.in);

int num1, num2, userSum, computarSum;

int i = 0 ;

while (i< 5){

num1 = (int) (Math.random()\*10);

num2 = (int) (Math.random()\*10);

System.out.println("Plese enter the result of " + num1 + " + " + num2);

computarSum = num1 + num2;

userSum= input.nextInt();

if (computarSum == userSum) { System.out.println("You are right");

; }

else {System.out.println("You are wrong");}

i++;

}

}

}

**Guss Number between 0 to 100;**

**package javaapplication25;**

**import java.util.Scanner;**

**public class JavaApplication25 {**

**public static void main(String[] args) {**

**Scanner input = new Scanner (System.in);**

**int randomNumber = (int) (Math.random()\*101);**

**while (true)**

**{ System.out.println("Guss the number between 100 to 0");**

**int gussNumber = input.nextInt();**

**{ if ( gussNumber > randomNumber) {System.out.println(" Your are too high");}**

**else if (gussNumber < randomNumber) { System.out.println("You are too low");}**

**else {System.out.println("You are right, Great Guss");}**

**break;**

**}**

**}**

**}**

**}**