Classes Test

Directions: Complete the Calculator class so that it implements the behavior described below.

Instance Variables Section

1. Add two instance variables of type **double** name **num1** and **num2** respectively.
2. Add the Scanner object declaration below the two variables.

```
Scanner keyboard = new Scanner(System.in);
```

Methods Section

3. Add a method of type **void** to the class named **input.** The method should not have any parameters. The method should input two values from the keyboard and store their values in the instance variables **num1** and **num2**. Here is a sample output for this method.

```
Input Operators
===============
Enter num 1 --> 10
Enter num 2 --> 5
```

4. Write a non-void method named **addition** that returns a value of type **double**. The method should perform an addition operation using the instance variables **num1** and **num2** and return the answer.

5. Write a non-void method named **subtraction** that returns a value of type **double**. The method should perform a subtraction operation using the instance variables **num1** and **num2** and return the answer.

6. Write a non-void method named **multiply** that returns a value of type **double**. The method should perform a multiplication operation using the instance variables **num1** and **num2** and return the answer.

7. Write a non-void method named **divide** that returns a value of type **double**. The method should perform a division operation using the instance variables **num1** and **num2** and return the answer.