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

1. 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  
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Enter num 1 --> **10**

Enter num 2 --> **5**

1. 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.

1. 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.

1. 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.

1. 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.