

1. Develop a program named `priceConverter.java` that prompts for the price of an item as input. The program should convert this input into a floating-point number and then display the converted price. Be sure to include comments within your code to clearly explain how it works.
2. Write a program, named `miniCalculator.java`, that prompts for two integers, adds them, then subtracts the first number from the second, and then prints out their sum and difference in two separate messages. Include appropriate prompts and remember to comment your code. Consider what might be an appropriate base to use for the integers
3. Create a program called `scoreAverages.java` that prompts for three scores and then the name of a player. The program should then calculate the average of the three scores and display a message indicating the player's average score. For example, the message might read: "Bianca scored an average of 1.8 goals per game."