import java.util.Scanner; //Telling Java we need Scanner in this code.

class Main {

public static void main (String[] args ) {

int num1, num2, sum, add;

Scanner sc = new Scanner (System.in); //Create a scanner variable This is best use case when you want to use it often.

System.out.println("Enter an integer"); // User enters

num1 = sc.nextInt();

System.out.println("Enter an integer"); // User enters

num2 = sc.nextInt();

sum = num1 \* num2;

add = num1 + num2;

System.out.println(sum);

System.out.println(add);

sc.close();

}

}