**Simple Exercises using Scanner class**:

We are going to look up Java API for the Scanner class at <https://docs.oracle.com/javase/8/docs/api/java/util/Scanner.html>. You will find all the information about importing the package that contains the Scanner class, creating a Scanner object and then using appropriate methods to scan the values that the user enters.

1. Create a Digits class that prompts the user for a two-digit number and then

displays the ones-place and tens-place digits.

2. Create a TimeConversion class that prompts the user for a time in minutes and

then displays the time in hours and minutes. Be sure to consider times whether the

number of minutes left over is less than 10. For example, 184 minutes in hour:minute

format is 3:04.

3. Let’s play a Birthday Game!

The instructions for the Game:

1. Determine your birth month (January=1, February=2

and so on)

2. Multiply that number by 5.

3. Add 6 to that number.

4. Multiply the number by 4

5. Add 9 to the number.

6. Multiply that number by 5.

7. Add your birth day to the number (10 if the 10th

and so on).

An algorithm in plain English for BirthdayGame:

1. Display the directions for the player to calculate the number.

2. Prompt the player for the calculated number.

3. Subtract 165 from the number.

4. Use integer division to divide the number by 100. Store the

quotient as the birth month.

5. Use modulus division to divide the number by 100. Store the

remainder as the birth day.

6. Display a message containing the player’s birthday.

Create a class called Birthday to play the above game.

You should create a project called yournameScannerPractice and create three diff classes as mentioned above for the three exercises. You will run your code for me during our next class.