These week we are introducing conditional logic into our Java knowledge. The general idea should be familiar to you. If this, else if this, else that. We will also experiment with the java Math library some. In this exercise I want you to build a calculator class that can do various ‘calculator’ functions and then some. A basic function would be to add two numbers. I also want you to be able to ask a calculator object what the result of the last calculation was. This will likely involve storing some sort of instance variable within the calculator class. I want you to use some conditional logic within your calculator. Perhaps you could write a method, isPositive that takes a number as an argument and returns a boolean as to whether or not that number is positive. Lastly. I want you to use the Math library at some people in your calculator object.