More homework! Be sure to create a new class for each program! Name them whatever.

1. I see you figured out how to make that calculator program. I want you to implement into a method-based program. What do I mean by that? Pay attention to the below notes I made. I want you to do add, subtract, multiply, divide, and to an exponent (use Math.pow(a, b), where *a* is the base of the exponent, and *b* is what it will be raised to. I did add for you so you can see how methods work.

public static void main(String[] args) {

//code where you ask a user for a and b (be sure they are both of type double)

System.out.println(add(a, b)); //write if and else if’s as per the user selection of operation!

} //< -- **Make sure you put a close bracket here so that you can write methods. Methods are //created outside of main within the same class.**

**//Don’t worry about public and static. Just know that double will give back (return) a variable of type double and add is the name of the method.**

public static double add(double a, double b) {

return a+b;

}

*Repeat the above for creating subtract, multiply, divide, and exponent!*

1. Don’t worry, it gets easier from here. Create a program that will print “Hello World” 10 times, with each one being on a new line.
2. Ask the user to enter a radius (of type double) of a circle, then tell the user what the area is. Use the area of a circle formula. *Hint: use Math.PI when using pi in your code.*