# Chapter 4 Programming Assignment

**Purpose:** To use software development principles of abstraction in problem solving and structured problem solving techniques to create an application that uses  
sentinel-controlled repetition to perform calculations based on a user’s input.

**Details:**

Create a class named GasMileage that contains the main method. The method should ask a user for the number of miles driven and the number of gallons of gas used, both as integers, and then calculates and displays the miles per gallon, as an integer number. The program should continue asking for input until a sentinel value has been entered, at which time the program ends.

Upload the source file to Blackboard.

**Note:** Ensure that your program is properly formatted and it follows all Java naming conventions.