

Task 1 and 2:

How to run the program:

Make sure that the JDK is correctly installed on your system. Save the two Java source files in their respective package directories (for example: Task1/SumItUp.java, Task2/NewSumItUp.java).

Compile the source code using the javac command (for example: **javac Task1/SumItUp.java** and **javac Task2/NewSumItUp.java**).

Run the program using the java command (for example: **java Task1.SumItUp** and **java Task2.NewSumItUp**).

How to use the program:

1) Upon starting the program, a window will appear with several panels.

Two panels in the center of the window will display a certain number of rabbits, these numbers of rabbits are the two operands to be added together. In the lower panel, you need to select the corresponding operands in the input fields of the two operands (Task2: the first two dropdown lists), and then select what you think is the result in the input field of the result (Task2: the third dropdown list).

2) Click the "Check!" button to check your answer. If your answer is correct, the message label will display "Correct! Have another go?" and generate new operands. If your answer is incorrect, the message label will display "Wrong! Try again!".

Extra Task:

How to run the program:

Open your terminal or command prompt and run the following command to compile the Java file: **javac SumItUpExtra.java**

After the file has been compiled successfully, you can run the program with the following command: **java SumItUpExtra 25**

The number 25 represents the maximum number of rabbit images that can be generated.

How to Use

1) Upon starting the program, a window will appear with several panels.

Two panels in the center of the window will display a certain number of rabbits, these numbers of rabbits are the two operands to be added together. In the lower panel, you need to select the corresponding operands in the input fields of the two operands, and then select what you think is the result in the input field of the result.

2) Click the "Check!" button to check your answer. If your answer is correct, the message label will display "Correct! Have another go?" and generate new operands. If your answer is incorrect, the message label will display "Wrong! Try again!".

Continue the Process: Repeat the process for the newly generated operands.

Please note that if you leave any of the text fields empty, the program will ignore it and won't perform any operation until you provide an input.