**Programming with Java**

**Exercise #6.1**

**Packages**

1. Create a new Java project and name it "PackageExercise."
2. Within the project, create a package named "com.mycompany.math" to represent a mathematical utility.
3. Inside the "com.mycompany.math" package, create a Java class named "Calculator" with the following methods:
   * add(int a, int b): This method should accept two integers as parameters and return their sum.
   * subtract(int a, int b): This method should accept two integers as parameters and return the result of subtracting the second integer from the first.
4. Create another package named "com.mycompany.app" to represent the application.
5. Inside the "com.mycompany.app" package, create a Java class named "Main" with a main method.
6. In the "Main" class, import the "Calculator" class from the "com.mycompany.math" package.
7. In the main method of the "Main" class, perform the following actions:
   * Create an instance of the "Calculator" class.
   * Use the add method to add two integers (e.g., 10 and 5) and display the result.
   * Use the subtract method to subtract one integer from another (e.g., 20 and 7) and display the result.
8. Compile and run your program to ensure that it correctly performs the mathematical operations using the "Calculator" class from the "com.mycompany.math" package.
9. Submit your completed Java project, including the package structure and source code files.

Note: Make sure to organize your project files into packages as described above and handle any necessary import statements for successful compilation and execution.