Decision Making Structures

1. Create a project called **YourLastNameU3A1Prog1**

2. Import the Scanner utility using the following code:
```
import java.util.Scanner;
```

3. Set up the Scanner utility in your program with the following code:
```
Scanner keyedInput = new Scanner (System.in);
```

4. Declare a constant variable of type **`int`** called **`ANSWER`** that holds the value of **`9`**.

5. Declare a variable of type **`int`** called **`guess`**.

6. Create an output statement that outputs the following to the screen:
`DO YOU HAVE BAD MATH SKILLS, OR MAD MATH SKILLS?`

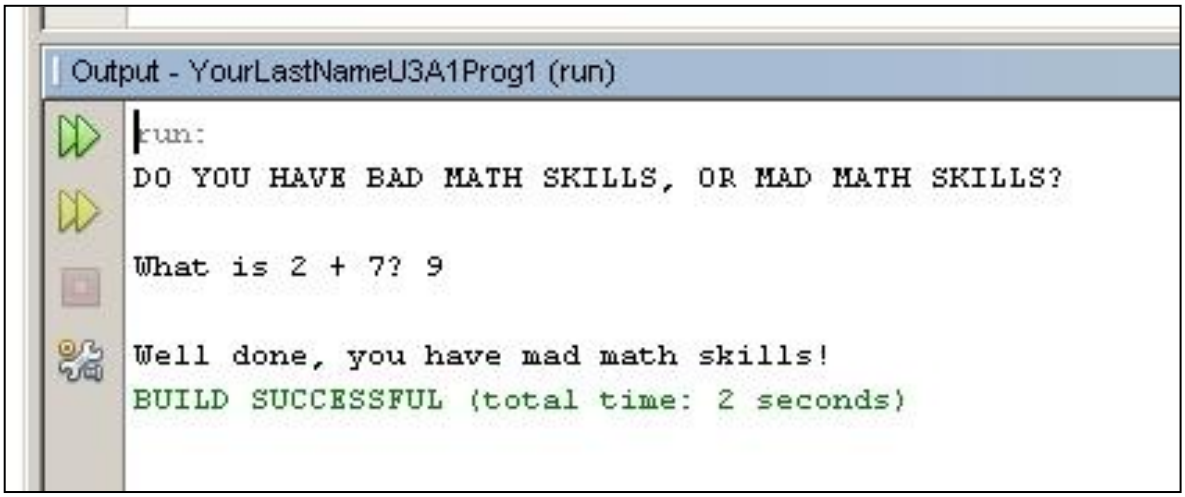
7. Prompt the user to provide an answer for the equation 2+7 and then store their answer in the guess variable.

8. Create an decision making structure using the following code:

```
 if (guess == ANSWER )
  {System.out.println ("Well done, you have mad math skills!");}
else
  {System.out.println ("Sorry, you have bad math skills!");}
```

9. Debug the program until you can get it to work. The output should resemble the following:

When a correct answer of 9 is inputted:



When an incorrect answer is inputted: