MathProblems.java

Directions: This program solves the math problems assigned in class.

- Pseudocode is required.
- Declare and initialize variables to store the answers to each problem, keeping ideal data type in mind.
- For problem #1, format output to show 2 decimal places, using *both* printf *and* one of Format's methods. *You will do this problem twice—once with printf and once with Format. This is your chance to practice.*
- Skip lines and use indentation to make your program easy to read.
- This is a one-class, one-method program (use *main)* with all of the problems in it. (Writer-defined methods and classes)
- Pay attention to order of operations and casting.
- Don't worry about "rounding."
- For output, follow the example below, but recall that this should be for your assigned problems in class (that you worked out on paper). Note that the equation is printed

    "#) String of numbers = " + answerVariable.

Remember, before you ask to be graded, reread the prompt. Did you do everything that it says. Example output:

    1) 6/2 = 3
    2) (double)(1/2) + 5%5 = 0.0
    3) (char)(66) = B