

```
cd cs11 |  
cp /Courses/cs11/examples/GUIInput.java .
```

```
sqrt = java.lang.Math.sqrt( )  
mv Math.java EvenOdd.java
```

static methods

Math.sqrt()

classname method

parameter

GUIInput2

- ask for 2 numbers x and y

- output x^y

$\text{Math.pow}(x, y)$

Math.E
Math.PI

GUI Input 3

- ask for three numbers:

min, max, x

- output "x < min"

or "x > max"

or "min <= x <= max"

} if

```
String msg = "";
if (x < min) {
    String msg = String.format(
        JOptionPane.show...
```

}

min <= x <= max

```
if (min <= x) {
    if (x <= max) {
```

}

}