

cd cs111
cp /Courses/cs111/examples/GUIInput.java .
↑ space

static methods

Math.sqrt(number)

class name method parameter

GUIInput2.java

- change class name

- ask for two numbers: x, y

- output x^y

Math.pow(x, y)

" x to the y is "

GUI Input 3

ask for 3 numbers

min, max and x

output:

"x < min"

or "x > max"

or "min <= x <= max"

} if

e.g.

| | | |
|-------|-----|----|
| Enter | min | -3 |
| Enter | max | 10 |
| Enter | x | 27 |

output 27 > 10