The goal of this assignment is to build an application that runs a simple arithmetic test using a Graphical User Interface (GUI).

1. [20] Open Eclipse and create a new project (File -> New -> Project -> Java -> Java Project) named “Assignment2” (keep all other default settings). Using JOptionPane.showInputDialog(), prompt the user for a number of test questions. You do not need to handle exceptions caused by non-integer input.

2. [60] For each of the above number of questions:
   a. (20) Generate two random numbers between 1 (inclusive) and 9 (inclusive).
   b. (20) Using JOptionPane.showInputDialog(), prompt the user for the product of the two numbers in the form of a test question (e.g., “What is 9 times 8?”).
   c. (20) Using JOptionPane.showMessageDialog(), indicate to the user whether or not their answer was correct.

3. [20] Using JOptionPane.showMessageDialog(), report the percentage of correct answers to the user. Limit the percentage to at most two significant figures to the right of the decimal point (hint: see String.format()). You do not need to explicitly round the percentage.

Zip the Assignment2 folder in your Eclipse workspace directory and upload the .zip file to Blackboard (see Assignment 2 assignment in the Course Documents area).