Goals:
- To provide practice with passing parameters
- To provide practice with a return value
- To provide practice in accepting input from the keyboard

Task:
Take the outline for the pizza problem solution below and modify it so that the calculation for the area of one slice is done within a method called `areaPerSlice`. The method will accept two parameters: a diameter, and the number of slices. It should return the area of a single slice.

Notes:
1. Be sure you create a new project with the class name of `Pizza`.
2. Don’t forget to follow the style guide for Java programs.
3. Where each of the comments is in the Pizza program below, fill in the appropriate code. You can remove the comments as you add the code.
4. You should use the appropriate Math constant(s) and method(s) to solve this problem.
5. `areaPerSlice` should ultimately **not** print anything…all output should occur in the main method.

Original Program:

```java
/*
 * Don’t forget your header comments here...
 */

public class Pizza {

    public static void main(String[] args) {
        // Declare variables here for the diameter and the number of slices...
        // Declare a Scanner here...
        // Use the Scanner to read in two integers for the diameter and # of slices here...
        // Call the areaPerSlice method here, then output the results
        // Print out the results here
    }

    //-------------------------------
    // Define the areaPerSlice method here...
}
```
Sample Run (Underlined means an input):

Enter the pizza diameter: 16
Enter the number of slices: 8

For a 16" pizza of 8 slices, one slice has 25.132741228718345 square inches of pizza.

Submission
Submit your program as HW3-Pizza2.