The average of nearly 5.5 makes sense. Theoretical average = (1+10)/2 = 5.5
Increasing the number of loops to 1000 or more causes the average to approach 5.50
consistently.

The static function Math.random() gives a number from 0.0 up to but not including 1.0
- Can you change this to give a number from 0.0 up to but not including 10.0?

double r = (Math.random()*10);

- Can you change it further to instead give an integer from 0 to 9?

int r = (int)(Math.random()*10);

- Can you shift this so the number ranges from 1 to 10 instead of 0 to 9?

int r = (int)(Math.random()*10 + 1);