Lab 20

Instructions: Complete the steps below. Be sure to upload a copy of all your source code (.java) files to the link on Brightspace by its deadline, so that you can receive credit for this lab.

- 2. Write a program that creates a Random object with seed 1000 and displays the first 50 random integers between 1 and 100 using the **nextInt(100)** method.

Grading Guidelines: This lab is graded on a scale of **0-3 points**, assigned as follows:

- **0** The student did not attend the lab,
- 3 The solutions are complete OR the student spent the entire lab solving the required lab problems (in this case, the students may not arrive at the lab after the lab started and may not leave until the lab ends).