**Programming Assignment 2-2**

Create a class called `Prog1`. In the `main` method of the class, output to the console the result of doing the following two computations:

1. get a random number x in the range 1 .. 9 and compute $\pi^x$.
2. get a random number y in the range 3 .. 14 and compute $y^\pi$.

Use the RandomNumbers.java class that has been provided for you. (Do not use the Random class directly.)