# Chapter Review Questions

Name:

Date:

Chapter 5 Review Questions (10 points):

1. What is the keyword used to indicate that a method does not return a value?

**The keyword is void.**

1. What type of variable is known only within the method in which it’s declared?

**A local variable.**

1. What statement in a called method can be used to pass the value of an expression or variable back to the calling code?

**The return statement.**

1. What are three ways we can return the program control from a called method back to the calling code?

**The 3 ways are: the return statement, returning an expression, and when the method-ending right brace is reached.**

1. Java allows us to have several methods with the same name, each operating on different types or numbers of arguments; what is this feature called?

**Method Overloading.**

1. What does it mean to choose numbers “at random”?

**To choose a number at random means that every number in our range has an equal chance of being chosen at any point.**

1. Why is the nextInt method of class SecureRandom useful for simulating games of chance?

**The nextInt method of class SecureRandom can be used to return random numbers within a range of values. This is ideal for simulating games of chance.**

1. Write statements that assign random integers to the variable n in the range: 1 to 20

**import java.security.SecureRandom;**

**SecureRandom random = new SecureRandom();**

**int n = random.nextInt(20) + 1;**

1. Write statements that assign random integers to the variable n in the range: -5 to 5

**import java.security.SecureRandom;**

**SecureRandom random = new SecureRandom();**

**int n = random.nextInt(11) - 5; //(0-10) - 5**

1. Write statements that assign random integers to the variable n in the range: 0, 3, 6, 9, 12, 15

**import java.security.SecureRandom;**

**SecureRandom random = new SecureRandom();**

**int n = 0 + 3 \* random.nextInt(6);**

**//To return a random value from a sequence of integers:**

**//int n = firstVal + Common Difference \* random.nextInt(#s in our Sequence);**

**//firstVal is the first value of our sequence. In this case, it’s a 0.**

**//Each integer in our sequence differs by 3, so the CD is 3.**

**//We have 6 integers in our sequence, so we pass in 6 for nextInt().**