# Directions

# I want you to create a program where the user will enter a word. You will then assign that word to a string. I want you to also create another blank string. Using the random class within Java, I want you to randomly assign each letter within your original word to a random index of the new, blank string. If the random number matches one that already has a letter, then you should get another random value and put it there.

# To use random, you will need to import java.util.Random; You will use it like this since we are creating a new object from the Random class:

# Random dice = New Random();

# Dice.nextInt(7);

# This will create a random dice object, that will return values from 0-6. It goes up to 7, but not including 7. We probably want to change the value of 7 to be more flexible so that it will equal the length of whatever the user types in, which you should know how to do.

# You will want an if statement that tests whether there is already a value at the index of your string, that you are randomly looking up. If there isn’t, you will assign one of your letters to that index. If there is a value, you will generate another random value to test/assign.

# To accomplish this, you will need a while loop.

# Consult the internet to help, if needed on certain aspects of the code, but do not copy anybody’s code.