

# Lab 1a – Java Practice

## OBJECTIVES

- Familiarise yourself with the NetBeans environment
- Practice some java programming skills
- Develop a Random Number Generator with *Random ()*
- Develop a Random Student Name Generator using an ArrayList

## Code Editing Tasks

- **Task 1:** Create an Instance of the Random Class using the *Random ()* method
- **Task 2:** Print out a random number between 0 and 18

## Test the code to validate a random number is generated

- **Task 3:** Copy out the **First Name** or **Full Name** of fellow students in your Cohort (e.g HDCSDEV\_INTJAN21) and arrange in an alphabetical order.
- **Task 4:** Add the names as elements to an ArrayList called *names*
- **Task 5:** Print out a random student's name in the format below:

*The student you have randomly picked is: Abraham Lincoln*



*Student Name*