

## Java Assignment 6f – Tower of Randomness

Create a new Java project with a class called RandomTower

*Object:*

Create a program that asks the user for a SCOPE and a HEIGHT (both integers). It must then generate a tower of random numbers between 1 and the SCOPE number. It must generate the HEIGHT number of random numbers. No tower can be taller than 10 random numbers (i.e. 10 is fine, 11 is not).

**LIMITATION:** You may use a MAXIMUM of **4 variables of any type** in the WHOLE program.

*Hint:* You'll need a loop to do this (look at your notes for FOR ... loops)

Upload the completed java code to Edmodo when done (in either .txt /.docx/.odt format)

*Example output 1 (input in italic):*

```
Welcome to Random Tower!  
What is the scope of your tower? 10  
What is the height of your tower? 4  
Ok. Generating a tower of 4 numbers between 1 and 10...  
  
2  
6  
5  
9  
Tada!
```

*Example output 2 (input in italic):*

```
Welcome to Random Tower!  
What is the scope of your tower? 256  
What is the height of your tower? 3  
Ok. Generating a tower of 3 numbers between 1 and 256...  
  
252  
61  
15  
Tada!
```