PSLG Session 1:
Print, Math Package

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Agenda

Introduction to PSLG

Print Statements

Math Package

- Math.random()
- Math.min() & Math.max()

Introduction to PSLG

PSLG is a peer supported learning group that helps students taking on modules that have historically been considered difficult.

Print Statements

Purpose:

- creates an output that can be read from the terminal

Syntax:

System.out.println();
System.out.print();

Tips:

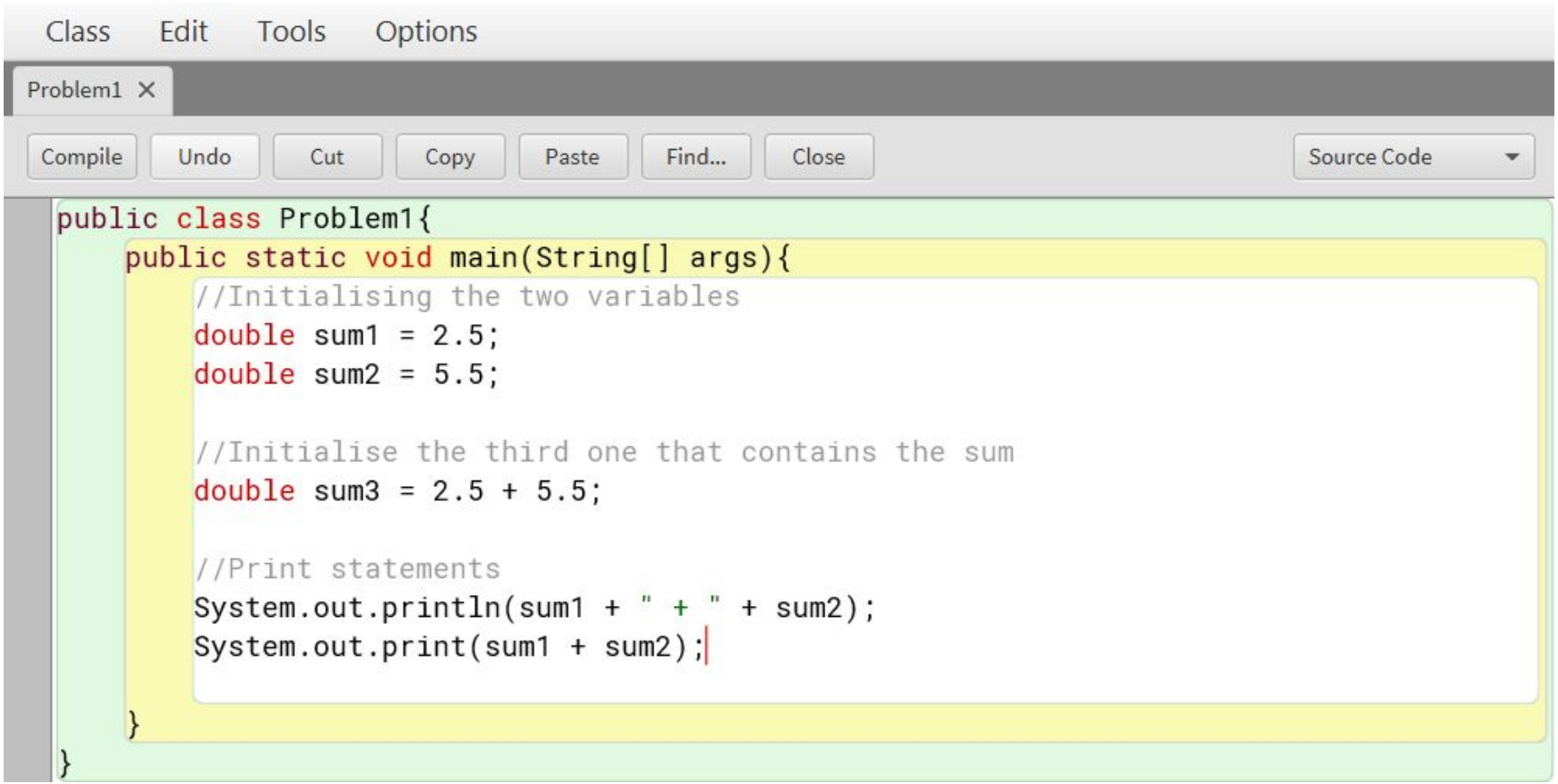
- Print statements can contain raw strings or variables

e.g.: System.out.println(“Hello World”); is a raw string

Problem 1:

Create a java class called problem 1 and make a main method.
Declare two variables that contain the values 2.5 and 5.5 and initialise a third variable that contains the sum of the first two
Print the initial variables in the same line and the sum on a new line.
Work in groups to complete this question.

The Solution



Math.random()

Purpose:

Math.random() returns a randomly generated number between 0 and 1

adding to Math.random() will increase the lower bound of the range

multiplying will increase the upper-bound of the range

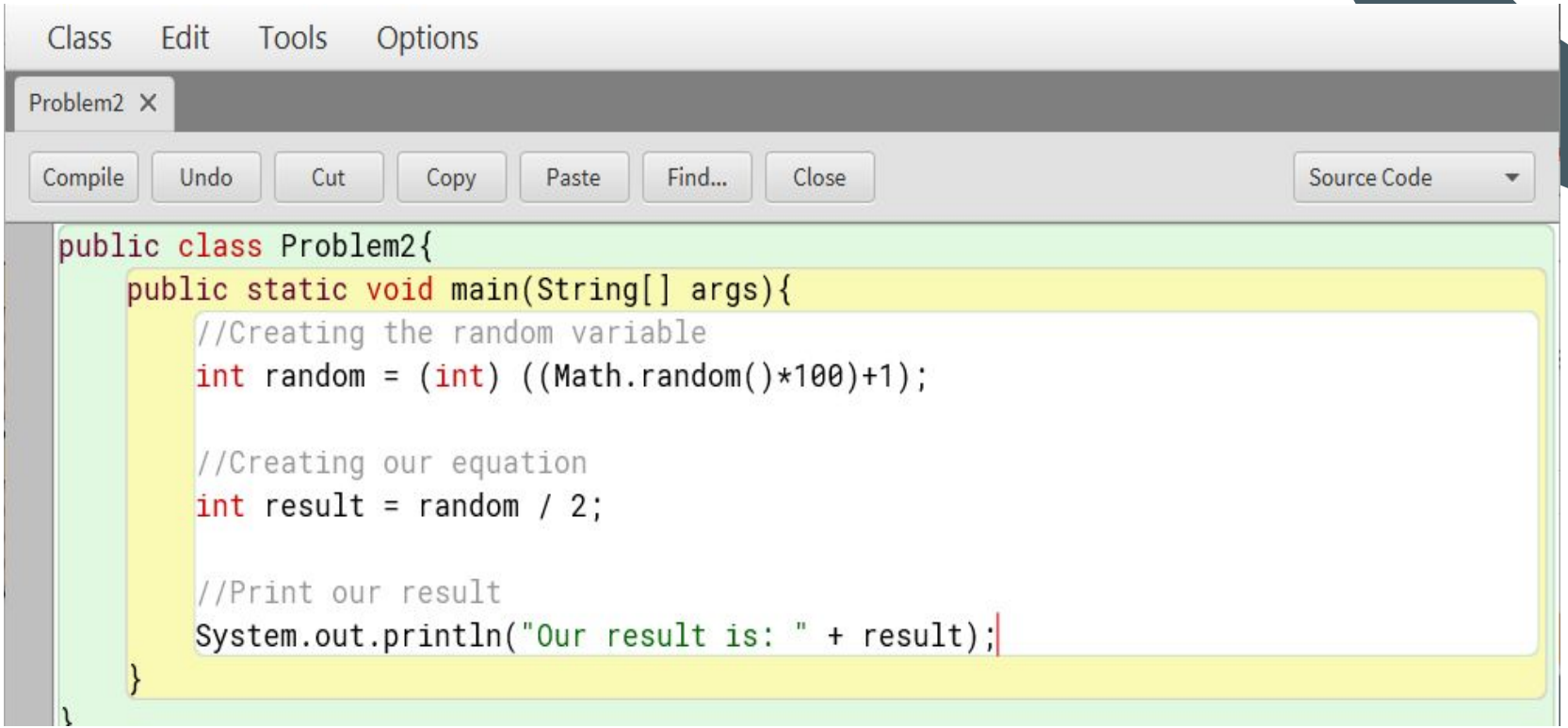
Syntax:

```
int random = (int) ((Math.random()*upperbound)+lowerbound);
```

Problem Two

Create a class named problem2 and make a main method.
Initialise a variable and make the variable generate a random number between 1 and 100
Print the number and the result of the number divided by 2 one after another.

The Solution



Math.min and Math.max

Purpose:

Finds the maximum (Math.max) or minimum (Math.min) number between two numeric data-types (Integer, float or double)

Syntax:

Math.max(10, 9.5); would return 10

Math.min(4, 5.5); would return 4

Problem 3

Create a class called problem3 and make a main method.
Declare two variables and make each variable contain a randomly generated number between 1 and 10.
Print the minimum between the two numbers and the maximum between them, one after another.

The Solution