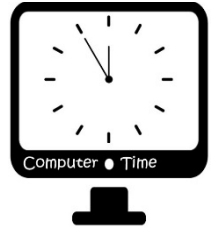


## Worksheet – Time, Random Methods Library Methods

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**Describe what the following program fragments are doing:**

1. 

```
int randnum;
Random value = new Random();
System.out.print("Sequence: ");
for (int i=0; i<10; i++)
{
    randnum = value.nextInt(20);
    System.out.print(randnum + " ");
}
```

 This prints out a sequence of 10 random numbers
- 

2. 

```
LocalDate day = LocalDate.now();
System.out.println("The day is: " + day);
System.out.println(day.getYear());
```

 This gets the current date and prints it

**Write a fragment of code to accomplish the following tasks:**

3. Assign a random integer between 1 and 15 inclusive to variable value.  

```
Random rand = new Random();
int value = rand.nextInt(15) + 1;
```
4. Simulate the roll of two fair dice and store the sum of the results in variable toss.  

```
Random rand = new Random();
int toss = rand.nextInt(11)
```
5. Assign a random integer between 35 and 78 inclusive to variable score.  

```
Random rand = new Random();
int score = rand.ints(35, 79);
```
6. Write a program that simulates rolling a fair die repeatedly until a 2 is rolled. Print out the number of rolls needed to roll the 2.  

```
public static int rolling2() {
    Random rand = new Random();
    int value = rand.ints(1, 7);
    if (value == 2) {
        return value;
    } else {
        rolling2();
    }
}
```