

Assignment

Assignment no: 10



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Random Method of Math Class in JAVA:

`java.lang.math.random()` is a method of Math class.

It returns a pseudorandom double type number greater than or equal to 0.0 and less than 1.0.

The default random number always generated between 0 and 1.

It is mainly used to get a random number between two numbers or within the range.

Syntax for the random method is:

```
public static double random();
```

Random Class in JAVA:

Random Class is an inbuilt class of java. It is used to generate pseudo-random numbers in java. It provides several methods to generate random numbers of type integer, double, long, float etc.

There are two constructors in this class:

`Random()`

Creates a new random number generator.

`Random(long seed)`

Creates a new random number generator using a single long seed.

Methods in Random Class:

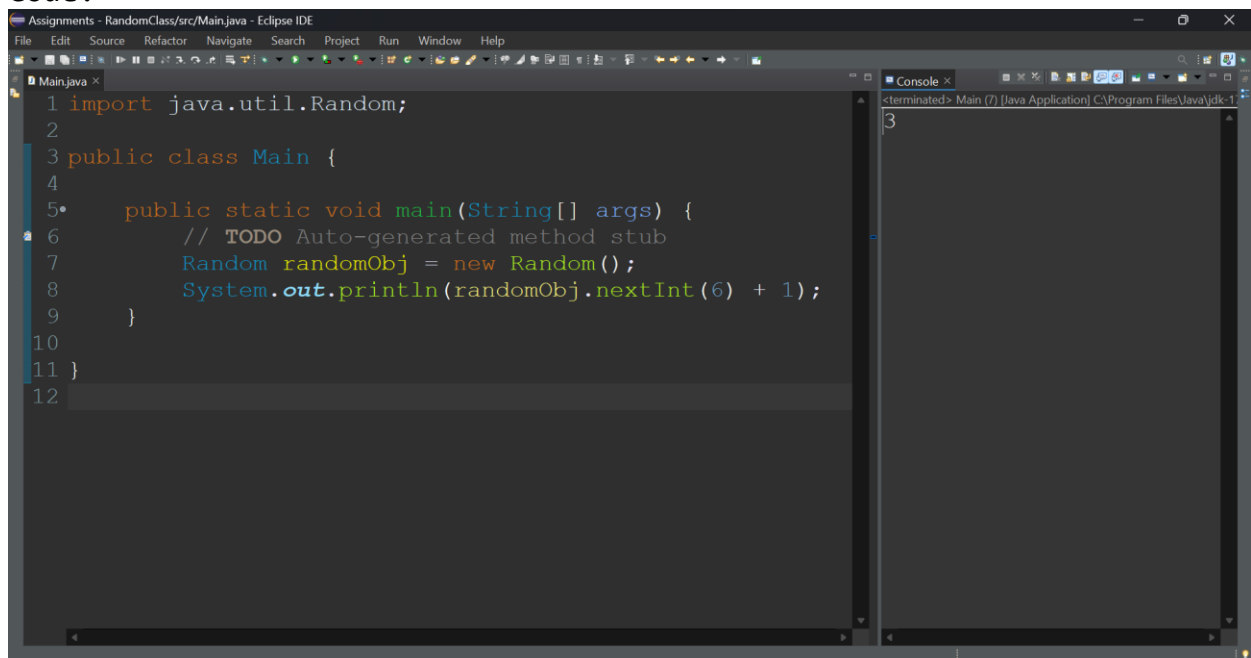
Methods	Description
<code>doubles()</code>	Returns an unlimited stream of pseudorandom double values.
<code>ints()</code>	Returns an unlimited stream of pseudorandom int values.
<code>longs()</code>	Returns an unlimited stream of pseudorandom long values.
<code>next()</code>	Generates the next pseudorandom number.
<code>nextBoolean()</code>	Returns the next uniformly distributed pseudorandom boolean value from the random number generator's sequence

<u>nextByte()</u>	Generates random bytes and puts them into a specified byte array.
<u>nextDouble()</u>	Returns the next pseudorandom Double value between 0.0 and 1.0 from the random number generator's sequence
<u>nextFloat()</u>	Returns the next uniformly distributed pseudorandom Float value between 0.0 and 1.0 from this random number generator's sequence
<u>nextGaussian()</u>	Returns the next pseudorandom Gaussian double value with mean 0.0 and standard deviation 1.0 from this random number generator's sequence.
<u>nextInt()</u>	Returns a uniformly distributed pseudorandom int value generated from this random number generator's sequence
<u>nextLong()</u>	Returns the next uniformly distributed pseudorandom long value from the random number generator's sequence.
<u>setSeed()</u>	Sets the seed of this random number generator using a single long seed.

Example:

A Ludo Dice number generator using random class.

Code:



```

1 import java.util.Random;
2
3 public class Main {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7         Random randomObj = new Random();
8         System.out.println(randomObj.nextInt(6) + 1);
9     }
10
11 }
12

```

Console Output: 3
