**5.7 Value of x After Each Statement**

* First, calculate -8 + Math.floor(-5.5) → -8 + (-6) → -14
* Then, Math.abs(-14) → 14
* Finally, Math.ceil(-14) → -14.0  
  Value of x: -14.0

### 5.12 Assigning Random Integers

### a) int n = 1 + (int)(Math.random() \* 2)

b) int n = 1 + (int)(Math.random() \* 100)

c) int n = (int)(Math.random() \* 10)

d) int n = 1000 + (int)(Math.random() \* 113)

e) int n = -1 + (int)(Math.random() \* 3)

f) int n = -3 + (int)(Math.random() \* 15)

### 5.15 Hypotenuse Calculation Method

public static double hypotenuse(double side1, double side2){

double hypotenuse = Math.sqrt(a \* a + b \* b);

}

### 5.16 isMultiple Method

public static boolean isMultiple(int a, int b) {

return b % a == 0;

}

### 5.17 isEven Method

public static boolean isEven(int number) {

return number % 2 == 0;

}

### 5.23 Minimum of Three Numbers

public static double minimum3(double a, double b, double c) {

return Math.min(a, Math.min(b, c));

}

### 5.28 Quality Points

public static int qualityPoints(double average) {

if (average >= 90) return 4;

else if (average >= 80) return 3;

else if (average >= 70) return 2;

else if (average >= 60) return 1;

else return 0;

}