

CS101: Lab #4
Using Classes and Objects Part I

1. Write a program that separately prompts the user for a first name and last name and outputs a string containing the following information, in order:
 - a. First letter of the user's name.
 - b. First five letters of the user's last name.
 - c. A random two-digit integer.

You must construct the desired string ensuring all characters are lowercase; output the identification string accordingly. Assume the last name contains at least 5 characters. You must use the `Random` (`java.util.Random`) class to generate random numbers.

As an example, input of `Chris Alvin` may result in `calvin15`.

2. Write a program that constructs a random telephone number of the form `(XXX) XXX-XXXX` and outputs a formatted string (parentheses and dashes included) according to the following rules:
 - a. The first 3 digits may not contain an 8 or 9.
 - b. The second set of three digits must be larger than 100 and less than 888.

You must construct the desired string (using `Random` class) and then output it accordingly. Until you are confident in your code, seed the random number generator with 0.

For example, `(777)-101-0000` is a valid number.