Random Method

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random #'s

- Most games rely on a random number generator.
 - pick a number
 - slot machines
 - lottery
 - black jack

How do you make a random number in Java?

New Idea: static methods!

- no need to construct object of class
- call method using class name as the object
- no object of that class exists

method use:

System.out.print(Canvas.rand(100));

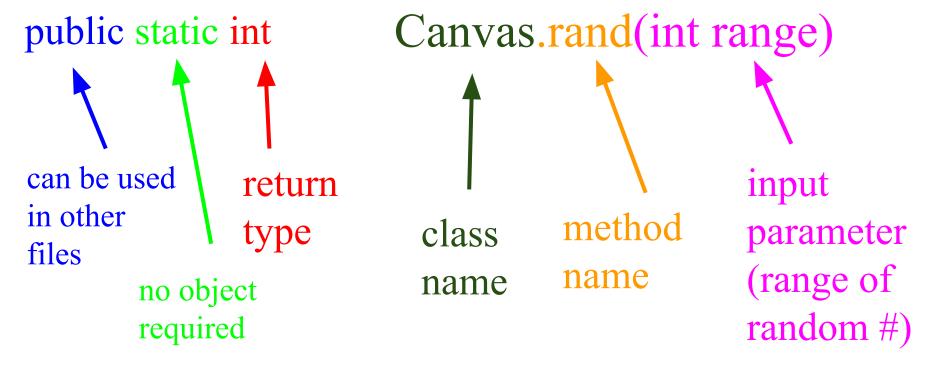
this line of code will output a random integer between 0 and 100, including 0, not including 100

method use:

Canvas.rand(100) vs Canvas joe = new Canvas()
joe.rand(100);

This is the one!

method definition:



method use:

System.out.print(Canvas.rand(100));

this line of code will output a random integer between 0 and 100, including 0, not including 100

Lab

Write a Java program that outputs a random number from 0 to 9 (including both) every time the "r" key is pressed.