

Random  
Method

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Java

# 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

static methods:

Introduce a homemade random  
method (that is static)

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

# static methods:

## Introduce a homemade random method (that is static)

method use:

Canvas.rand(100)

vs

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



This is the one!

# static methods:

## Introduce a homemade random method (that is static)

method definition:

public static int

can be used  
in other  
files

no object  
required

return  
type

Canvas.rand(int range)

class  
name

method  
name

input  
parameter  
(range of  
random #)

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# Lab

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