OLQ3

Study Guide

1. Understand `final` constants

2. Be able to use `charAt()`

3. Be able to use `substring()`

4. Be able to create an `enum`

5. Write a program using the random number generator

OLQ question

Create a **complete** Java program that will compile and run and do the following as was described in the Study Guide.

Prompt for the user to pick a number
Use that number to print out a random integer between 0 and the user picked number.

Your code must have this prompt and produce this output - you should not be hardcoding the values in the printout.

Pick a number 10
Your random number between 0 and 10 is 9

The following explanation will NOT be part of the OLQ

The text

Pick a number

should be in your prompt.

10

is just a SAMPLE input – you should assume the user can input any integer.

In the text

Your random number between 0 and 10 is 9

the part in **black bold** should be printed as part of the `System.out` statement. `10` is the value the user picked and `9` is the random number and should NOT be hardcoded – it should be value you get when you request an integer random number from the `Random` class.

You will be given this template

```
package olq3;

import java.util.?;
import java.util.?;

public class OLQ3
{
    public static void main(String[] args)
    {
    }
}
```

For the enum question on the OLQ, pick a set of something that contains **at least 4 elements** and create the enum for it.

For example,

```
enum MyPets
{
    AUSTIN, SYLVESTER, SHADE
}
```

Those 3 names are my pets' names; therefore, make a set. You cannot reuse this example and your enumeration must form an obvious grouping – for example, you cannot use `A`, `B`, `C` and call that your `enum`.