1. Write new method of the class Operations that computes logarithm on basis 2

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\* **@param** n

\* **@return** logN - power of 2 to get n (see tests)

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**public** **static** **int** log2(**long** n) {

// your code

**return** 0;

}

* 1. See below the tests for this method

@Test

**void** log2Test() {

*assertEquals*(1, Operations.*log2*(3));

*assertEquals* (7, Operations.*log2*(128));

*assertEquals*(8, Operations.*log2*(256));

*assertEquals*(8, Operations.*log2*(400));

*assertEquals*(10, Operations.*log2*(1024));

*assertEquals*(10, Operations.*log2*(-1024));

}

1. Write application and create runnable JAR for displaying Sport-lotto numbers.
   1. Each number may be in the range [1, 49]
   2. The command from the terminal java –jar sport-lotto.jar should display out on the terminal seven random lotto numbers. Note: don’t forget about the common sense of the Sport-lotto
   3. Limitations: no arrays, no any collections