

A0-Getting Started

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Introduction

This assignment is worth **0%** of your grade. This is an **individual assignment** (so individual, I put *your* student ID on it) and you should not share your assignment with anyone else. The **assignment is due May 18th at 11:59 pm, Montreal time.**

All submissions must go through Moodle. I like EAS, but the new VPN rules suck.

Q1) Making Random Numbers

Create an array of random integers between 0 and MAX_INT. Output these to the screen, separated by spaces.

Your program should be called `MakeRandom.java` and it should define a single class, `MakeRandom`. It's main method will consider either one or two arguments. If there is a single argument, that argument should be the number of random integers to create. If there are two arguments, the first argument should be the seed for the random numbers and the second should be the number of random integers to create.

So, what's a seed? Look up `java.util.Random` and figure it out. How do you think you should set up `Random` when no seed is provided? Just something to think about, you don't have to answer here. This is A0, a throw-away assignment to get you started and to teach you how to use the submission system!

1.1 Evaluation

You will notice that there were some other files in the zip containing this assignment PDF. There should also be a file called `DebugRunner.class` and one called `config.xml`. If you put them both in the same folder as your `MakeRandom.class` file, compiled from the Java source you wrote, you can run `java DebugRunner` to get some feedback. You'll want to run this from the command-line. Ask your tutors for help in doing this if you can't figure it out. Most assignments will include this and the `config.xml` file will partially mark your assignment so you can figure out how far along you are, though the marker will have a more comprehensive `config.xml`, so make sure you follow assignment instructions carefully! Really, A0 is to make sure you know what to do with `DebugRunner`, as your later assignments will be marked using it... so if you don't use `DebugRunner`, you'll probably get 0 on your future implementations.

MakeRandom Example

You might type: *java MakeRandom 3*

The output would look something like: *1562 23 200012*