1. overview.Length();
2. introduction.charAt(8);
   1. String name = “variable”;
   2. String str = name.ToUpperCase();
   3. System.out.println(str);
   4. String change = “variable”;
   5. String original = change.Replace(‘e’, ‘j’);
   6. System.out.println(original);
3. Quest for the Holy Grail quest for the holy zrail
4. The effect of the import statement import java.awt.\* is that the import statement is now able to import every class inside the superclass awt, such as cursor, font, and image.
   1. 0-19
   2. 1-8
   3. 2-14
   4. 10-45
   5. -50-50
5. Random rand = new Random();
   1. System.out.println(rand.nextInt(11));
   2. System.out.println(rand.nextInt(401));
   3. System.out.println(rand.nextInt(10) + 1);
   4. System.out.println(rand.nextInt(400)+1);
   5. System.out.println(rand.nextInt(26)+25);
   6. System.out.println(rand.nextInt(26)-10);
   7. int num1 = 50, num2 = 50;
   8. int num3 = (int) Math.sqrt((num1 + num2));
   9. System.out.println(num3);
   10. int total = -5;
   11. Math.abs(total);
   12. double result = 18/7;
   13. DecimalFormat fmt = new DecimalFormat(“0.####”);
   14. System.out.println(“Result: ” + fmt.format(result));
   15. Scanner scan = new Scanner(System.in);
   16. DecimalFormat fmt = new DecimalFormat(“0.###”)
   17. double userValue;
   18. System.out.println(“Please enter a value: ”);
   19. userValue = scan.nextDouble();
   20. System.out.println(“Your value to the 4th power is: ” + fmt.format(Math.pow(userValue, 4)));
   21. public class DaysOfTheWeek
   22. { enum dayOfWeek {Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday}
   23. }