

# Task Two

## Target:

- Write Methods that solve Some Problems.
- Use Generics in problems.
- Use name Styling (camelCase , PascalCase)

## Task:

Imagine you work at a company, and your leader asks you to write a class that contains some methods needed for the project. Your mission is to write this class and send it to him; he will use the methods based on their names only, without seeing the code. Therefore, you should make the method names clear.

The class should contain the following methods:

- Write a method that returns an integer reversed. The method should receive an integer and return it in reverse order. For example, `reverse(3456)` should return 6543.
- Write a method that receives a value and returns a random integer value from 0 to this value. For example, if you send 10, it should return a random value like 0, 1, 2, 3,..., 9, or 10.
- Write a method that receives two values, min and max, and returns a random integer value from min to max. For Example, if you send 5 and 10, it should return a random value like 5, 6, 7, 8, 9, or 10.

- Write a method that returns a random character.
- Write a method that receives an array of any type and prints it.

## Notes:

- **Math.random()** generates random values  $0 \leq \text{value} < 1$ , i.e.,  $[0, 1[$ ; that means 1 is not included.
- (int) **(Math.random() \* 10)** generates  $[0, 10[$ , i.e., 10 is not included. What if you want it to be  $[0, 10]$ ? The answer is, I will not tell you; do it yourself.