Java Programming for Beginners

Lab Exercise 5

1) Methods become very useful when we want to perform an action multiple times. An example of a repeat task is when we are attempting to reach a value by guessing. Write a Java method that will generate a random integer and check it against an input value.

 To generate a random integer, we can use:

```
int x = new java.util. Random().nextInt(100);
```

2) Now, we can utilize our new method to "crack" an integer value. Place our method in a loop that checks our randomly generated value against the value 47 until it guesses correctly. How long does this take?

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3) In Java, what is the difference between a "function" and a "method"?

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