Rajarata University of Sri Lanka
Faculty of Management Studies, Mihintale

B.Sc. (Business Information Technology) Special Degree

Year II, Semester I

ITM 2133 – Introduction to Programming

Assignment 01

Due Date: 18.09.2020

Implement a small java application with following specifications.

  i. The running application shall be able to generate 10 random numbers between 0 and 100.

[20 Marks]

  ii. If a generated random number is greater than to 75, the application shall stop generating the numbers.
  (e.g. if the generated random number in 6th iteration is 81, the program shall stop further generating random numbers).

[25 Marks]

  iii. Then, the generated random numbers till getting a number greater than 75 shall be added together and it shall display as the score of the player.
  (e.g. if the generated random numbers till 6th iteration are 17, 64, 49, 21, and 38, then the score is 189).

[30 Marks]

  iv. Finally, if user request to play a new game, the application shall allow to it.

[25 Marks]

[Total 100 Marks]