

Random Number

1. Create a Java program that simulates rolling two six-sided dice. Print the result of each die and their sum.
2. Develop a Java program where the computer generates a random number within a specific range (e.g., 1-100), and the user tries to guess it. Provide hints (too high/too low) until the user guesses correctly.
3. Write a Java program that simulates flipping a coin multiple times (e.g., 10 times). Count and display the number of heads and tails.
4. Write a java program to store random even numbers from 1 to 10 in the array a.
5. Create a Java program that generates a random password of a specified length, including a mix of uppercase letters, lowercase letters, numbers, and special characters.