Practise Problems

Random Number Generator, Character Types Casting and the ASCII Table

Create a single program that completes the following (No MAGIC NUMBERS):

* 1. Obtain an integer between 1 and 100 (inclusive) and displays it to the console.
  2. Obtain an integer between -50 and 50 (inclusive) and displays it to the console.
  3. Prompt the user for two numbers and obtain and display a random number between those two numbers (inclusive) and display it to the console.
  4. Simulate the rolling of a six sided die. Display a message to the console what the user rolled.
  5. Have the user enter a string through the keyboard and display a random character from the screen to the console.
  6. Display a random character (uppercase only) to the screen – using the ASCII table and integer to character type casting.
  7. Display a random character (lowercase only) to the screen – using the ASCII table and integer to character type casting.