

StdDraw Graphics Library

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Random Number Generator

```
import java.util.Random;
```

```
Random rand = new Random();
```

```
System.out.println(rand.nextDouble());
```

```
// create a new random number  
generator
```

```
// print the generated random double  
value between 0.0 and 1.0 from the  
sequence of the rand random number  
generator (uniform distribution)
```

Exercise

Create an animation of multiple bouncing balls using the StdDraw library, with a variable number of balls, using arrays, loops, and basic physics principles used in BouncingBall.java

Use arrays to store the colors, the x,y-positions, the x,y-velocities, and the radii of the bouncing balls. You may use random number generator.

