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<b>COURSE</b>	<i>Computer Science : Programming with a Purpose</i>
<b>LESSON</b>	<i>Basic Programming Concepts</i>
<b>INSTRUCTOR</b>	<i>Ph.D Robert Sedgewick</i>

## ***MODULE 01 - EXERCISES***

These exercises from our book *Computer Science: An Interdisciplinary Approach* are an opportunity to study in further depth what you have learned from the lectures.

### **1.2.30 Uniform random numbers.**

Write a program that prints five uniform random numbers between 0 and 1, their average value, and their minimum and maximum values. Use `Math.random()`, `Math.min()`, and `Math.max()`.

### **1.2.34 Three-sort.**

Write a program that takes three integer command-line arguments and prints them in ascending order. Use `Math.min()` and `Math.max()`.

*For these two exercises, use only Java features that we have introduced in this course so far (e.g., no loops or conditionals).*