The **java.lang.Math** class contains methods for performing basic numeric operations such as the elementary exponential, logarithm, square root, and trigonometric functions.

Genrate Random number

The **java.lang.Math.random()** returns a double value with a positive sign, greater than or equal to 0.0 and less than 1.0.

**Example**

**public** **class** RandomEx

{

**int** number=(**int**) (Math.*random*()\*100);

**double** number1=(**double**) (Math.*random*()\*100);

System.***out***.println("Random number is"+number);

System.***out***.println("Random number is"+number1);

}

}

**Output**

Random number is 38

Random number is 27.303415210900972