**1.10B**

import java.util.Scanner;

import java.awt.Point;

class Main {

public static int distanceGivenCoordinates(int x1, int y1, int x2, int y2){

//your code goes here

Point p1 = new Point(x1,y1);

Point p2 = new Point(x2,y2);

int distance = (int)(p1.distance(p2));

return distance;

}

//Do not edit this

public static void main(String[] args) {

Scanner in = new Scanner(System.in);

System.out.println("Please give the coordinates of two points in the form x1 y1 x2 y2.");

int x1 = in.nextInt();

int y1 = in.nextInt();

int x2 = in.nextInt();

int y2 = in.nextInt();

int distance = distanceGivenCoordinates(x1, y1, x2, y2);

System.out.println("Distance is approximately: " + distance);

}

}

**1.10C**

class Main {

//create your method here.

public static int rollDie() {

int rollDie = (int) (Math.random() \* 6) + 1;

return rollDie;

}

//do not edit the main method below this.

public static void main(String[] args) {

System.out.println(rollDie());

}

}