1. Done
2. Done
3. Today we practice writing methods again

Here is the first method:

Row, row, row your boat

Gently down the stream

Merrily, merrily, merrily merrily

Life is but a dream.

1. Lyrics(); //Line 8 of my code
2. Today we practice writing methods again

Here is the first method:

Row, row, row your boat

Gently down the stream

Merrily, merrily, merrily merrily

Life is but a dream.

Here it is again:

Row, row, row your boat

Gently down the stream

Merrily, merrily, merrily merrily

Life is but a dream.

1. They are in the same main() so they don’t need a constructor, and can just straight call it.
2. Done
3. Today we practice writing methods again

2 to the fourth power is: 16

1. a) System.out.println(" 6 to the fourth power is: "+FourPower(6));

b) Today we practice writing methods again

2 to the fourth power is: 16

6 to the fourth power is: 1296

1. a) import java.util.Random;

b) public static void Random100()

{ Random Gen = new Random();

int Rand = Gen.nextInt(100)+1;

System.out.println(Rand);

}

1. a) Random100();

b) Today we practice writing methods again

24

1. a) Today we practice writing methods again

42

b) Yes

1. public static int RandomInRange(int min, int max)

{ Random Gen = new Random();

int Rand = Gen.nextInt(max-min+1)-min;

System.out.println(Rand);

return Rand;

}

1. a) RandomInRange(2, 19);

b) Today we practice writing methods again

33

10

1. a) RandomInRange(50, 95);

b) Today we practice writing methods again

81

14

80

1. int First, Second;

System.out.print("First: ");

First = scan.nextInt();

System.out.print("Second: ");

Second = scan.nextInt();

1. a) RandomInRange(First, Second);

b) Today we practice writing methods again

16

16

51

First: 2

Second: 18

12

1. Done
2. public static void RandomColor()

{ Random Genx = new Random();

Random Geny = new Random();

Random Genz = new Random();

int x = Genx.nextInt(256);

int y = Geny.nextInt(256);

int z = Genz.nextInt(256);

Color MyColor = new Color(x, y, z);

}

1. RandomColor();

// no

1. I would have to create a window and panel and assign it to an object.
2. Done
3. No
4. Because they are static so you can’t call them without the class beforehand.
5. I had to add the class name “Practice5.” Before each method I pull from that class

Practice5.Lyrics();

System.out.println("Here it is again:\n");

Practice5.Lyrics();

System.out.println(" 2 to the fourth power is: "+Practice5.FourPower(2));

System.out.println(" 6 to the fourth power is: "+Practice5.FourPower(6));

Practice5.Random100();

Practice5.RandomInRange(2, 19);

Practice5.RandomInRange(50, 95);

int First, Second;

System.out.print("First: ");

First = scan.nextInt();

System.out.print("Second: ");

Second = scan.nextInt();

Practice5.RandomInRange(First, Second);

Practice5.RandomColor();

1. Done