Scanner and Math Test 2

1. Write a line of code that instantiates (creates) a **Scanner** object and stores the reference to the object in a variable named **scan**?
2. Assume that a reference to a Scanner object is stored in a variable named **scan**. Write a line of code that reads a single integer value from the keyboard and stores the value in a variable of type int named **num**.
3. Assume that a reference to a Scanner object is stored in a variable named **scan**. Write a line of code that reads a single floating-point value (double) from the keyboard and stores the value in a variable of type double named **ans**.
4. Assume that a reference to a Scanner object is stored in a variable named **scan**. Write a code segment that prompts a user to enter two integer values from the keyboard multiplies the two input numbers together and stores the result in an integer variable named **answer**.
5. Which of the following generates a random number between 1 and 10 inclusive?
6. (int)(Math.random() \* 10) + 1
7. (int)(Math.random() \* 10)
8. (int)(Math.random())
9. (int)(Math.random(10))
10. Which of the following numbers **cannot** be randomly generated by the following code?

(int)(Math.random() \* 25)

1. 0
2. 5
3. 17
4. 25
5. Given the following code segment:

int num = Math.max(20, Math.min(15, 3));

What value is stored in the variable **num**?

1. 20
2. 15
3. 3
4. 35
5. What type of error does the following code produce?

int a = 8;

int b = 0;

int c = a / b;

System.out.println("a divided by b = " + c);

1. syntax error
2. run-time error
3. logic error
4. none
5. What type of error occurs in the following code?

int 5num = 0;

System.out.println("Num = " + num);

1. syntax error
2. run-time error
3. logic error
4. none