**Question 1: Random String Chooser**

| Total Scored out of 9 |  |
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**Part (a) RandomStringChooser 7 points**

Intent: Define implementation of class to choose a random string

+1 Uses correct class, constructor, and method headers

+1 Declares appropriate private instance variable(s)

+1 Initializes all instance variable(s) (point lost if parameter not used in any initialization)

Implements getNext

+1 Generates a random number in the proper range (point lost for improper or missing cast)

+1 Chooses a string from instance variable using generated random number

+1 Updates state appropriately (point lost if constructor parameter is altered)

+1 Returns chosen string or "NONE" as appropriate

**Part (b) RandomLetterChooser 2 points**

Intent: Define implementation of a constructor of a class that extends RandomStringChooser

+1 getSingleLetters(str)

+1 super(getSingleLetters(str)); (point lost if not first statement in constructor)