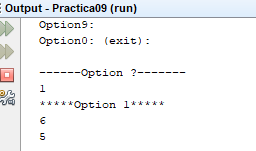
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| **monlau-pequeño** | | **M3 - Programación** | |
| **UF1** | **14/11/19** |
| ***Edgar Rosa Rey*** | | | |
| **Práctica Nº: 09** | **Bucles + random** | | |

1-(Random-tirar un dado) : visualiza dos números aleatorios (de 1 a 6)

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  int numberRandom;  int Nmax = 6;  for(int a=0;a<2;a++){  numberRandom = (int) (Math.random() \* Nmax) + 1;  System.out.println(numberRandom);  }  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");    }  private static void p0() {  }  } |



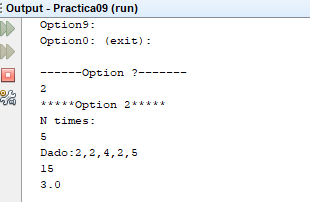
2- (Random-tirar un dado N veces): Pide al usuario número de intentos y visualiza los valores aleatorios del dado para N tiradas. Y muestra la media.

Ejemplo: Número de intentos ?: 5

Dado: 4, 5, 2, 1, 6

La media: 3,6

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  int nTimes, numberRandom = 0, Nmax = 6, sum = 0;  float med;  System.out.println("N times:");  nTimes = keyboard.nextInt();  System.out.print("Dado:");  for (int index = 0; index < nTimes; index++) {  numberRandom = (int) (Math.random() \* Nmax) + 1;  System.out.print(numberRandom);  if (index < nTimes - 1) {  System.out.print(",");  }  //sum=sum +numberRandom  sum += numberRandom;  }  med = (float) sum / nTimes;  System.out.println("");  System.out.println(sum);  System.out.println(med);  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");    }  private static void p0() {  }  } |



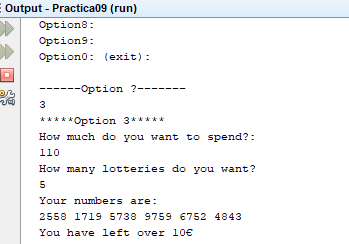
3- (Lotería): user paga una cantidad de dinero y el sistema genera unos números aleatorios y la devolución si se procede. Ejemplo: Dinero ?: 110

Sus números son: 21456; 82345; 21097; 32557; 87543

Y le sobra: 10€

Suponemos que la Lotería es de 20€ y de 00000 a 99999

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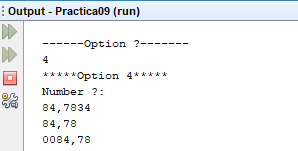
4- (Formato de un número): pide un número real y el visualízalo con 2 decimales.

Ejemplo: valor ?: 34.64667;

valor con 2 decimales= 34,65

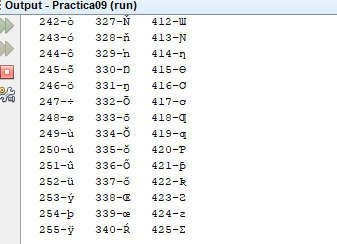
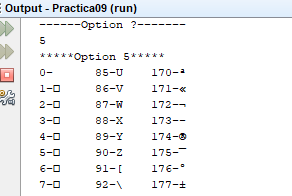
valor con 4 dígitos y 2 decimales= 0034,65

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class **MainClass** {  //Global Declarations:  static Scanner *keyboard* = new Scanner(System.*in*);  public static void ***main***(String[] args) {//start of main  int option;  do {//start of do-while  *userMenu*();  option = *keyboard*.nextInt();  switch (option) {//init of switch  case 1:  *p1*();  break;  case 2:  *p2*();  break;  case 3:  *p3*();  break;  case 4:  *p4*();  break;  case 5:  *p5*();  break;  case 6:  *p6*();  break;  case 7:  *p7*();  break;  case 8:  *p8*();  break;  case 9:  *p9*();  break;  case 0:  *p0*();  break;  default:  System.*out*.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void ***userMenu***() {  System.*out*.print("**\n**");  System.*out*.print("**\n**");  System.*out*.print("**\n**");  System.*out*.println("Option1:(Numeros de 0 a 9):");  System.*out*.println("Option2:");  System.*out*.println("Option3:");  System.*out*.println("Option4:");  System.*out*.println("Option5:");  System.*out*.println("Option6:");  System.*out*.println("Option7:");  System.*out*.println("Option8:");  System.*out*.println("Option9:");  System.*out*.println("Option0: (exit):");  System.*out*.println("**\n**------Option ?-------");  }  private static void ***p1***() {  System.*out*.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void ***p2***() {  System.*out*.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void ***p3***() {  System.*out*.println("\*\*\*\*\*Option 3\*\*\*\*\*");    }  private static void ***p4***() {  System.*out*.println("\*\*\*\*\*Option 4\*\*\*\*\*");  DecimalFormat df = new DecimalFormat("##.00 ");  DecimalFormat df2 = new DecimalFormat("0000.00 ");  float number;  System.*out*.println("Number ?:");  number = *keyboard*.nextFloat();  //number=Float.parseFloat(JOptionPane.showInputDialog("Number ?"));  //String data=JOptionPane.showInputDialog("Number ?");  // number=Float.parseFloat(data);  System.*out*.println(df.format(number));  System.*out*.println(df2.format(number));  }  private static void ***p5***() {  System.*out*.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void ***p6***() {  System.*out*.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void ***p7***() {  System.*out*.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void ***p8***() {  System.*out*.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void ***p9***() {  System.*out*.println("\*\*\*\*\*Option 9\*\*\*\*\*");    }  private static void ***p0***() {  }  } |



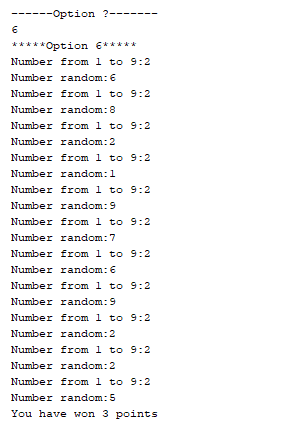
5-(ASCII): visualiza todos los caracteres de la tabla de ASCII (imprimibles)

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  final int Ncol = 3;  int indexCol = 256 / Ncol;  for (int index = 0; index < 256; index++) {  System.out.print(index + "-" + (char) index);  System.out.print("\t" + (index + indexCol \* 1) + ("-") + (char) (index + indexCol \* 1));  System.out.print("\t" + (index + indexCol \* 2) + ("-") + (char) (index + indexCol \* 2));  System.out.println("");  }  }    private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  }  } |



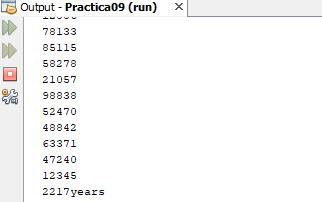
6-(Juego aleatorio) Pide al usuario un número de 1 a 9 y genera un número aleatorio de 1 a 9 y mira si el usuario ha acertado si acierta le sumas un punto. Repite el proceso 10 veces y visualiza los puntos

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  int numberRandom, num;  int Nmax = 9, points = 0;  for (int index = 0; index <= 10; index++) {  System.out.print("Number from 1 to 9:");  num = keyboard.nextInt();  System.out.print("Number random:");  numberRandom = (int) (Math.random() \* Nmax) + 1;  System.out.println(numberRandom + " ");  if (num == numberRandom) {  points = points + 1;  }  }  System.out.println("You have won " + points + " points");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  }  } |



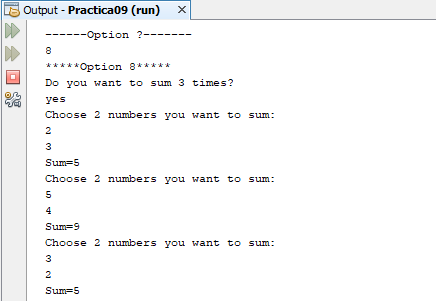
7-(Juego aleatorio)Un bueno hombre compra un número de lotería cada semana. Realiza una simulación para mirar cuanto tiempo debe esperar para que le toque. (Genera números aleatorios hasta que coincida).

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  int N = 12345;  int Wnum;  int Nmax = 100000;  int nWeek = 0;  do {  Wnum = (int) (Math.random() \* Nmax);  System.out.println(Wnum);  nWeek++;  } while (Wnum != N);  System.out.println(nWeek / 52 + "years");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  }  } |



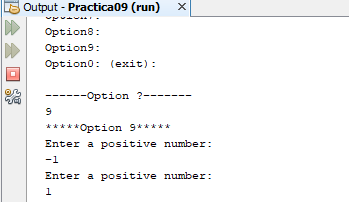
8- Apartado inventado: Uso de for

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  int num1, num2, sum;  String yes, no, a;  System.out.println("Do you want to sum 3 times?");  a = keyboard.next();  if (a.equals("yes")) {  for (int i = 0; i < 3; i++) {  System.out.println("Choose 2 numbers you want to sum:");  num1 = keyboard.nextInt();  num2 = keyboard.nextInt();  sum = num1 + num2;  System.out.println("Sum=" + sum);  }  } else {  System.out.println("Okey... No problem, goodbye.");  }  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p0() {  }  } |



9- Apartado inventado: Uso de while

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  int numero = -1;  while (numero <= 0) {  System.out.println("Enter a positive number: ");//If you do not enter a positive number, do not stop repeating the action  numero = keyboard.nextInt();  }  }  private static void p0() {  }  } |



10- Apartado inventado: Uso de do while

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| //Author:Edgar  //Random  package PK\_EDGAR;  import java.text.DecimalFormat;  import java.util.Scanner;  import javax.swing.JOptionPane;  public class MainClass {  //Global Declarations:  static Scanner keyboard = new Scanner(System.in);  public static void main(String[] args) {//start of main  int option;  do {//start of do-while  userMenu();  option = keyboard.nextInt();  switch (option) {//init of switch  case 1:  p1();  break;  case 2:  p2();  break;  case 3:  p3();  break;  case 4:  p4();  break;  case 5:  p5();  break;  case 6:  p6();  break;  case 7:  p7();  break;  case 8:  p8();  break;  case 9:  p9();  break;  case 10:  p10();  case 0:  p0();  break;  default:  System.out.println("Invalid Option ....");  }//end of switch  } while (option != 0); //end of do-while  }//end of main  private static void userMenu() {  System.out.print("\n");  System.out.print("\n");  System.out.print("\n");  System.out.println("Option1:(Numeros de 0 a 9):");  System.out.println("Option2:");  System.out.println("Option3:");  System.out.println("Option4:");  System.out.println("Option5:");  System.out.println("Option6:");  System.out.println("Option7:");  System.out.println("Option8:");  System.out.println("Option9:");  System.out.println("Option10:");  System.out.println("Option0: (exit):");  System.out.println("\n------Option ?-------");  }  private static void p1() {  System.out.println("\*\*\*\*\*Option 1\*\*\*\*\*");  }  private static void p2() {  System.out.println("\*\*\*\*\*Option 2\*\*\*\*\*");  }  private static void p3() {  System.out.println("\*\*\*\*\*Option 3\*\*\*\*\*");  }  private static void p4() {  System.out.println("\*\*\*\*\*Option 4\*\*\*\*\*");  }  private static void p5() {  System.out.println("\*\*\*\*\*Option 5\*\*\*\*\*");  }  private static void p6() {  System.out.println("\*\*\*\*\*Option 6\*\*\*\*\*");  }  private static void p7() {  System.out.println("\*\*\*\*\*Option 7\*\*\*\*\*");  }  private static void p8() {  System.out.println("\*\*\*\*\*Option 8\*\*\*\*\*");  }  private static void p9() {  System.out.println("\*\*\*\*\*Option 9\*\*\*\*\*");  }  private static void p10() {  System.out.println("\*\*\*\*\*Option 10\*\*\*\*\*");  int num, n;  System.out.println("Even number less than: ");  num = keyboard.nextInt();  do {  n = (int) (Math.random() \* num);  } while (n % 2 != 0);  System.out.println("And the chosen even number is: " + n);  }  private static void p0() {  }  } |

