

1. Write a method **random** that generates a number between 0-10 and displays it.
2. Instead of printing the number generated, return the random number generated.
3. Write a method **random** that generates a number between given min and max.
4. Write a method **random** that generates a char between given start and end chars. Can you write a **random** method that doesn't takes any parameters and returns a char while previous methods exists?
5. Write a method **random** that generates a string given its length.
6. Write a method **random** that generates a number between 0-10 excluding the numbers given in variable arguments.
7. Write a method **reverse** that reverses a given number.:12345 -> 54321
8. Write a method **isPalindrome** that checks if given number is palindrome or not.
9. Write a method that randomly generates palindrome Strings