

Random  
Method

Mr. Neat  
Java

# random #'s

- Most games rely on a random number generator.
  - pick a number
  - slot machines
  - lottery
  - black jack

How do you make a random number in Java?

# New Idea: static methods!

- no need to construct object of class
- call method using class name as the object
- no object of that class exists

# Similar to Scanner, we construct!

```
import java.util.Scanner;  
Scanner sc = new Scanner(System.in);
```

Similar to the above, we import Random and construct it!

```
import java.util.Random;  
Random rand = new Random();
```

# Now once created, we can use it!

```
Random rand = new Random();
```

```
int rand_num1 = rand.nextInt(1000) ;
```

↑  
The class calling  
the method

↑  
The method we're using.

```
nextInt(1000)
```

A random number between 0 and 999  
(remember start at 0!)

# Now once created, we can use it!

```
Random rand = new Random();
```

```
double rand_num2 = rand.nextDouble();
```

↑  
The class calling  
the method

↑  
The method we're using.

nextDouble()

A random number between 0 and 1 **not including 1**

# Random Lab

1. Create 4 random numbers and output them
  - a. A number between 0 and 9
  - b. A number between 1 and 100
  - c. A number between 2.5 and 3.5
  - d. A double between 14 and 589