For this lab you will have to generate a random number. Here is some sample code

import java.util.\*;

Random u=new Random();

//Generate a number between 0 and 10

int c=u.nextInt(10);

//Generate a number between 1 and 11. shift everything by 1

int c=u.nextInt(10)+1

//Generate a number between 2 and 11. shift everything by 2

int c=u.nextInt(10)+2

There is no Driver class for this assignment.

Create a class called **Family** that contains the following instance variables.

Income

children

Create an **anonymous static** **block** that generates a random number between 1 and 8. In the main method, call the no argument constructor if the random number that is generated is less than 4 and the one argument constructor if it is equal or greater than 4

Create an anonymous **instance block** that assigns the random number to the instance variable, children

In main create an object

If the no argument constructor is called, then inside the constructor, multiply the random number by 1000 and assign it the income

If a one argument constructor is called, then ask the user for the income. Use the following syntax from section **3.5e** to retrieve the income from the user

JOptionPane.showInputDialog(" some prompt ");

Convert the input which is in the form of a string into a Double object using the Double wrapper class and then convert it to the double primitive datatype.

Pass in the converted String which is now a double to the one argument constructor and assign it to the income instance variable.

Display the object information