public class Main {

public static void main(String[] args) {

int abs1 = **Math.abs**(-5); // version of abs that returns an int

System.out.println(abs1);

double abs2 = **Math.abs**(-5.8); // version of abs that returns a double

System.out.println(abs2);

double power = **Math.pow**(2, 3);

System.out.println(power);

double root = **Math.sqrt**(30);

System.out.println(root);

double randNum = **Math.random()**; // no parameter; produces double: 0.0 <= num < 1.0

System.out.println(randNum);

// static constant variables to know

System.out.println(**Math.PI**);

System.out.println(**Integer.MIN\_VALUE**);

System.out.println(**Integer.MAX\_VALUE**);

}

}

// THIS IS THE ONLY BUILT-IN RANDOM # GENERATOR!!

// what if you want a random double, say between 0.0 and 10.0 (excluding 10)?

randomNum = Math.random() \* 10;

System.out.println("randomNum = " + randomNum);

// what if you want a random INTEGER, say, between 0 and 9, inclusive (including 1 and 9)?

int randomInt = (int) Math.random() \* 10; // this WON'T work!

System.out.println("randomInt = " + randomInt);

// how can we fix with our improper casting ?

randomInt = (int) (Math.random() \* 10); // we need to cast the PRODUCT to int

System.out.println("randomInt = " + randomInt);