Generate a random number between -5 and 20, a random even number from 2 to 10.

Random rand = new Random();

Differences between a primitive type and a reference type.

Draw a diagram showing int variable a with value 5 and String variable s with value “Hello”. Show updated diagram after a = 7; and s = “Good bye”.

Determine output for a segment of code like ex 2.3.

Translate pseudocode to Java code.

1. Input integers a and b

2. Output twice the sum of a and b

What is a constructor and how do you set one up?

Explain why Math class is different from most other classes.

Set up a method that accepts some parameters and performs a task (for example, a method that receives two integer values and returns a floating-point average).

When we draw a Rectangle with x = 100, y = 50, width = 200, height = 120, where does it go on a 600 by 400 window?

Perform some work with a string using various string operations.

Complete the code for a partial class such as getters, setters, and toString().

Given an amount like 67 cents, compute number of quarters, dimes, nickels, and pennies.