

## Lesson 35 Coding Activity

Download the zipped .java starter file with the program template, and use it in DrJava or an IDE of your choice, to get a head start on the activity.

Come to the forum with your questions and to share your test cases.

1. Write four overloaded methods called `randomize`. Each method will return a random number based on the parameters that it receives:
  - `randomize()` - Returns a random `int` between `min` and `max` inclusive. Must have two `int` parameters.
  - `randomize()` - Returns a random `int` between 0 and `max` inclusive. Must have one `int` parameter.
  - `randomize()` - Returns a random `double` between `min` and `max` inclusive. Must have two `double` parameters.
  - `randomize()` - Returns a random `double` between 0 and `max` inclusive. Must have one `double` parameter.

Because these methods are overloaded, they should be declared in the same class. To simulate this, copy this entire class with all four methods into the single Code Runner box..