**OPTIMIZED - SHORTEST CODE**

public class BetterMethods

{

public static void main(String[] args)

{

System.out.println((int)(Math.random()\*10)+1);

}

}

**OPTIMIZED - MOST REUSABLE**

public class BetterMethods {

public static void main(String[] args) {

System.out.println(getRandom(1, 10));

}

public static int getRandom(int min, int max) {

return (int) (Math.random() \* max - min) + min;

}

}