1. Write a program that allows the user to enter a String representing their name, then print the last name back at them.
2. Make a game that generates a random number between 1 and 6 repeatedly. Keeping track of the number of times you roll, add that random number to a total only if the number is 3 or less, or if it is exactly 6. Once the total hits 100, print out the number of rolls it took to reach 100 under these restrictions.
3. Write a program to calculate the distance between two points. Randomly generate x1, x2, y1, and y2 as integers.
4. Write a program that removes any letters before the letter m in a string. Use “I like to code in Java” as an example. Be sure to print out the new string afterwards.
5. Generate random uppercase letters, and then add 10 of them to a string. Print it out afterwards. Remember to use the decimal Unicode char values from earlier in this series.