

```
public class Generator
extends java.lang.Object
```

The `Generator` is a helper class which contains static methods useful for generating random integers.

Constructor Summary

Constructors

Constructor and Description
<code>Generator()</code>

Method Summary

All Methods	Static Methods	Concrete Methods
Modifier and Type	Method and Description	
static int	<code>randomInt(int upperBound)</code>	Generates a random integer from 0 (inclusive) to upperBound (exclusive).
static int	<code>randomInt(int lowestValue, int upperBound)</code>	Generates a random integer between two values.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Generator

```
public Generator()
```

Method Detail

randomInt

```
public static int randomInt(int upperBound)
```

Generates a random integer from 0 (inclusive) to upperBound (exclusive). * Ex: Generator.randomInt(4) would generate a 0, 1, 2, or 3.

Parameters:

upperBound - the largest bound (exclusive) to be generated

Returns:

a random generate integer, x, where $0 \leq x < \text{upperBound}$

randomInt

```
public static int randomInt(int lowestValue,  
                           int upperBound)
```

Generates a random integer between two values. Ex: Generator.randomInt(1, 7) would generate a 1, 2, 3, 4, 5, or 6.

Parameters:

lowestValue - the smallest possible value (inclusive) to be generated

upperBound - the largest bound (exclusive) to be generated

Returns:

a randomly generated integer, x, where $\text{lowestValue} \leq x < \text{upperBound}$