Java.util.Random class

This class provides various method calls to generate different random data types such as float, double, int.

The Random class is part of the Java standard library (java.util) and provides more control and flexibility over random number generation.

It allows us to generate various types of random data, not just doubles.

We can create an instance of the Random class and use its methods to generate random numbers of different types (ints, longs, doubles, etc.). It provides methods to generate random values within specified ranges.

This class provides various method calls to generate different random data types such as float, double, int.

Methods

1. doubles(): Returns an unlimited stream of pseudorandom double values.
2. ints(): Returns an unlimited stream of pseudorandom int values.
3. longs(): Returns an unlimited stream of pseudorandom long values.
4. next(): Generates the next pseudorandom number.
5. nextBoolean(): Returns the next uniformly distributed pseudorandom boolean value from the random number generator's sequence
6. nextByte(): Generates random bytes and puts them into a specified byte array.
7. nextDouble(): Returns the next pseudorandom Double value between 0.0 and 1.0 from the random number generator's sequence
8. nextFloat(): Returns the next uniformly distributed pseudorandom Float value between 0.0 and 1.0 from this random number generator's sequence
9. nextGaussian(): Returns the next pseudorandom Gaussian double value with mean 0.0 and standard deviation 1.0 from this random number generator's sequence.
10. nextInt(): Returns a uniformly distributed pseudorandom int value generated from this random number generator's sequence
11. nextLong(): Returns the next uniformly distributed pseudorandom long value from the random number generator's sequence.
12. setSeed(): Sets the seed of this random number generator using a single long seed.

powerApp.java | MathRandomClass.java | diceRoll.java | RandomClass.java

```java
package ar1;

import java.util.Random;

public class RandomClass {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Random rand=new Random();
        for(int i=1;i<=6;i++)
        {
        int dice=rand.nextInt(6)+1;
        System.out.println(dice);
        }

    }

}
```

Console

<terminated> RandomClass [Java Application] C:\Program Files\Java\jdk-17\bin\javaw.exe (30-Aug-2023, 8:29:

```
3
1
4
3
5
2
```