Module main()

//import java.util.Scanner to gather user input

import java.util.Scanner;

//Declare the necessary variables

Int integerValue

Char letter

//Generate a random number from 65 to 90

intergerValue = (int)(Math.random() \* (91 - 65) + 65);

//Convert int value to char variable so the randomly generated number can be used to print out an ASCII character from A(65) to Z(90)

letter = (char)integerValue;

Display “Randomly generated letter is: “ + letter

End Module