

Programming Assignment 2-2

Create a class called `Prog2`. In the `main` method of the class, output to the console the result of doing the following two computations:

1. get a random number x in the range 1 .. 9 and compute π^x .
2. get a random number y in the range 3 .. 14 and compute y^π .

Use the `RandomNumbers.java` class that has been provided for you. (Do not use the `Random` class directly.)