2.3/2.4 Practice

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Consider the following class:

```
public class Thingie
{
   public void doA()
   {
      System.out.println("A");
   }

   public void doA(int n)
   {
      System.out.println("A" + n);
      n++;
      doB(n);
   }

   public void doB(int n)
   {
      System.out.println("B"+n);
   }
}
```

1. What is printed if the following code is executed from another class?

```
Thingie t = new Thingie();
t.doA();
```

A

2. What is printed if the following code is executed from another class?

```
Thingie t = new Thingie();
t.doB(7);
```

B7

3. What is printed if the following code is executed from another class?

```
Thingie t = new Thingie();
t.doA(4);
```

A4
B5

(Wait to do these problems until we cover Math.random() in our notes.)

4. Write an expression to store a random integer from 0 to 9 inclusive into a variable x.

```
int x = (int)(Math.random()*10);
```

5. Write an expression to store a random integer from 11 to 19 inclusive into a variable x.

```
int x = (int)(Math.random()*9) + 11;
```

6. Write an expression to store a random integer from -5 to 5 inclusive into a variable x.

```
int x = (int)(Math.random()*11) - 5;
```

7. Write an expression to store a random integer from 0 to 1 inclusive into a variable x.

```
int x = (int)(Math.random()*2)
```

8. Write an expression to store a random double 0 <= x < 6 into a variable x.

```
double x = Math.random()*6;
```

9. Write an expression to store a random double 10 <= x < 25 into a variable x.

```
double x = Math.random()*15 + 10;
```