

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();
```

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

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

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

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

(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`.

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

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

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

8. Write an expression to store a random double $0 \leq x < 6$ into a variable `x`.

9. Write an expression to store a random double $10 \leq x < 25$ into a variable `x`.