CompSci 6
Programming Design and Analysis

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Announcements

• Read for next time Chap. 7.5, 9.1-9.5
• Reading Quiz for next time
Random Numbers

- Create a random number generator
  ```java
  Random generator;
  ```
- Initialize it
  ```java
  generator = new Random();
  ```
- Generate Random Numbers from 0 to 8
  ```java
  x = generator.nextInt(9);
  ```
- How do you get random numbers from 1 to 10?
Classwork today

• Back to bouncing balls
• Create a new BouncingSmiley using inheritance
• Create an Arraylist of bouncing balls and smileys
• Use random numbers for generating the balls and smileys