CompSci 6
Programming Design and Analysis

Feb. 20, 2007
Prof. Rodger

Announcements

- No Reading for Thursday
- No Reading Quiz for next time

Random Numbers

- Create a random number generator
  Random generator;
- Initialize it
  generator = new Random();
- Generate Random Numbers from 0 to 8
  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