CompSci 6
Programming Design and Analysis

Feb. 19, 2008
Prof. Rodger

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?

Announcements
• No Reading for Thursday
• No Reading Quiz for next time

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