

```

/**
 * @author (dominguez)
 */
//import java.util.Random; // Only the Random class
import java.util.*; // All classes in the java.util package
public class RandomStuff
{
    public static void main(String[] args)
    {
        //random integers between 5 and 10
        for(int k = 1; k < 11; k++)
            System.out.println("(int)(6*Math.random() + 5) = " + (int)(6*Math.random() + 5));

        //random numbers between 5 and 10.9999
        for(int k = 1; k < 5; k++)
            System.out.println("(6*Math.random() + 5) = " + (6*Math.random() + 5));

        //random numbers between 10.01 and 99.99
        for(int k = 1; k < 5; k++)
        {
            System.out.println();
            System.out.printf("%45s %5.2f", "( (int)8998*Math.random() + 1001 ) / 100. = ",
                ( (int)8998*Math.random() + 1001 ) / 100. );
        }

        System.out.println();
        Random r = new Random();

        //Returns random int >= 0 and < 10
        System.out.println("r.nextInt(10) = " + r.nextInt(10));

        //Returns random long (full range)
        System.out.println("r.nextLong() = " + r.nextLong());

        //Returns random double >=0.0 and < 1.0
        System.out.println("r.nextDouble() = " + r.nextDouble());

        //Returns random double (true or false)
        System.out.println("r.nextBoolean() = " + r.nextBoolean());
    }
}

```