

LAB

Tuesday 7/1/2008

1. Write a program to produces several random numbers in various ranges: 1) over all possible int value; 2) from 0 to 9; 3) from 1 to 10; 4) from 20 to 34; 5) from -10 to 9; 6) between 0.0 and 1.0, and 7) between 1.0 and 6.0

```
import java.util.*;

public class RandomNumGen{
    public static void main (String args[]){
        int intNum;
        float floatNum;
        Random randomNumber = new Random();

        intNum = randomNumber.nextInt();
        System.out.println (intNum);

        .....
    }
}
```

2. Complete the Employee class below and implement the main class to create an Employee object and print out the object.

```
public class Employee {
    private String firstName;
    private String lastName;
    private String socialSecurityNumber;
    double monthlySalary;

    //constructor

    public Employee (String first, String last, String ssn, double
salary) {

    }

    public void setFirstName(String first) {

    }

    public void setLastNname(String last) {

    }

    public void setSocialSecurtyNnumber(String ssn) {

    }
}
```

```
public String getFirstName() {  
    }  
public String getLastName() {  
    }  
public String getSocialSecurityNumber() {  
    }  
public double getMonthlySalary() {  
    }  
public String stringEmployeeInfo() {  
    }  
}
```

3. Construct a class `Person`. A person should have a name, an address and an age. Make use of the class `String`. Form a constructor and some appropriate methods for class `Person` (Exercise 2 on page 79). Also create a person object and print it by implementing the main class.