

COMP 110/L
Fall 2022

Lecture 10 Handout

1.) Write a few statements that will create a `Random` instance, generate a random integer, and then print out the random integer.

2.) Redo #1, but this time use the seed `1234`, and generate an integer between 0 (inclusive) and 5 (exclusive). For example, the output integer could be 0, 1, 2, 3, or 4, but not 5.

3.) Define a static method named `fixRange`, which takes an `int` and returns an `int`. `fixRange` should do the following:

- If the input is less than 0, then `fixRange` should return -1
- If the input is 0, then `fixRange` should return 0
- If the input is greater than 0, then `fixRange` should return 1

The method signature is provided below. You'll need to use `if/else if/else`.

```
public static int fixRange(int input) { ... }
```

4.) Write JUnit tests that will test each branch in your `fixRange` method. You only need to write the tests themselves; no need to define the class or provide imports. As a hint, you should have three tests in all, and each should execute a different part of your `if/else if/else`. The first test is started for you.

```
@Test
public void testLessThan0() {
    assertEquals(-1,

}
```