COP 3330   1/23/26

1) Math class - static methods only

2) Random class - instance methods only

→ to access a static constant in a class do

Classname. constname

~~Math~~   Math. PI

Math. E

to call a static method in a class (different than the one you're in, you do:

Classname. methodname (~~)
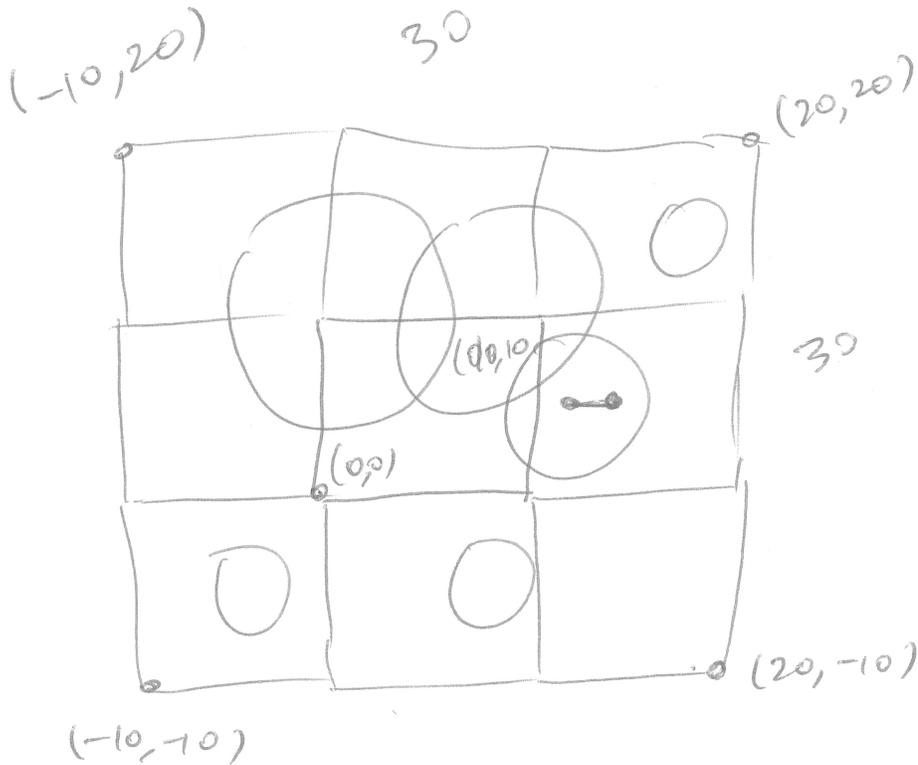
double y = Math.pow (x, 2);

Note: any method that returns something (not void) should <u>NOT BE</u> called on a line by itself.

Static means, "belongs to the class"

Method Overloading in Java
_____

multiple methods of same name distinguished by parameter list. # params diff OR
                                     at least 1 corresponding param
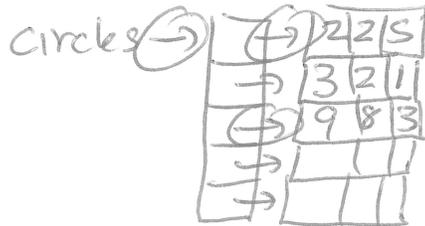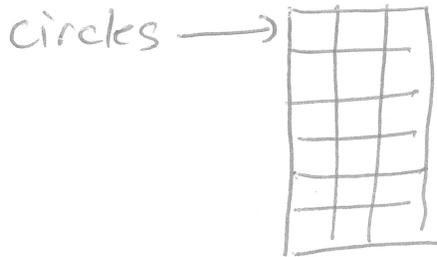   has different types

900

(-10,20)   30   (20,20)

(10,10)

(0,0)

30

(-10,-10)   (20,-10)

100,000   tmels

$$\frac{X}{100,000} \cdot 900$$

int[][] circles = new int[n][3][m];

circles ———→

circles →

→	2	2	5
→	3	2	1
→	9	8	3

Rnd Double [10, 20] →   -10 + 30 * Math.random();

```
Random   r = new   Random();

      comp
int   me = r.nextInt(10) + 1;
              ⌄_____⌄
                 0 - 9
```