

1. Write a statement that assigns a random integer between 1 and 6 inclusive into the variable num.
2. Write a statement that assigns a random integer between 10 and 15 inclusive into the variable num.
3. Write a statement that assigns a random integer between -3 and 3 inclusive into the variable num.
4. Write a statement that simulates the roll of two 6-sided dice and stores the sum in the variable num.
5. Write a code segment that uses an `if` statement to display "A" 10% of the time, "B" 20% of the time & "C" 70% of the time.

6. Complete the method `flipCoin` so that it returns `true` half the time and `false` the other half of the time.

```
public static boolean flipCoin()  
{
```

```
}
```

7. Complete the method `numRolls` that simulates the act of rolling a 6-sided dice over and over again until the number 3 is rolled. The method should count and return the number of rolls that it takes to roll a 3. For example, if the dice rolls are 5, 4, 4, 1, and 3 are rolled then a 5 should be returned since a 3 was obtained on the fifth roll of the dice.

```
public static int numRolls()  
{
```

```
}
```