

CInputGetter

String **CInputGetter.getString**(*String* prompt)

```
String s = CInputGetter.getString("What is the name of your donkey? ");
```

- Presents the prompt and waits for the user to type in a string.
- Returns the string.

int **CInputGetter.getInt**(*String* prompt)

- Presents the prompt and waits for the user to type in a string.
- Converts the string to an integer and returns the integer.
- Prints a snide message and returns 0 if the string isn't a valid integer.

double **CInputGetter.getDouble**(*String* prompt)

- Presents the prompt and waits for the user to type in a string.
- Converts the string to double-precision floating point number.
- Prints a snide message and returns 0.0 if the string isn't a valid number.

CRandom

double **CRandom.randDouble**()

- Returns a random double-precision floating point number on the range $[0,1)$.

int **CRandom.randInt**(*int* low, *int* hi)

- Returns a random integer on the range $[low,hi)$.

int **CRandom.throwDice**(*int* numberOfDice)

- Simulates the throwing of *numberOfDice* dice, returning the sum of the dice thrown.