Question 1

/**
 * Write a description of class RandStringUpdate here.
 * Use conditionals to write a method that returns random
 * substrings of a string. Both the beginning and end locations
 * should be random
 *
 * @author (your name)
 * @version (a version number or a date)
 */
import java.util.Random;
import java.util.Scanner;

public class RandStringUpdate
{
    public static void main(String [] args){
        int randomNum1, randomNum2; //Two random nums
        int stringLen; //The length of input
        String substring; //The random substring

        Random rand = new Random();
        Scanner input = new Scanner(System.in);
        System.out.println("Please enter a string: ");
        String info = input.nextLine();

        /*Create two random integers in the range
         [0, (length of info)-1]
        */
        stringLen = info.length();
        randomNum1 = rand.nextInt(stringLen);
        randomNum2 = rand.nextInt(stringLen);

        System.out.println("The original string is "+info);
        System.out.println("The first random number is "+randomNum1);
        System.out.println("The second random number is "+randomNum2);
        System.out.println("The substring is "+ substring);
    }
}
Question 2: Write a method that takes in a numerical grade and prints corresponding letter grade

```java
import java.util.Scanner;

public class LetterGrade {
    public static String convertGrade(double grade) {
        String res;
        return res;
    }

    public static void main(String[] args) {
        double gradeNum;
        String gradeLetter;
        Scanner input = new Scanner(System.in);
        System.out.println("Please enter a numerical grade:");
        gradeNum = input.nextDouble();
        if (gradeNum > 100 || gradeNum < 0) {
            System.out.println("The numerical grade should be between 0 and 100");
        } else {
            gradeLetter = convertGrade(gradeNum);
            System.out.println("Your letter grade is "+gradeLetter + " if your numerical grade is "+gradeNum);
        }
    }
}
```
Question 3: Write a method called `ClasifyNumber` that takes in an integer and determines whether the integer is
* an even integer less than 100
* an even integer greater than 100
* an odd integer less than 100
* an odd integer greater than 100