Code with randomness

1. Write an app that prints either 1 or 2, both with probability 0.5.

```
public class OneOrTwo {
  public static void main(String[] args) {
    Random random = new Random();




  }
}
```

2. Write an app that prints 1, 2, 3, or 4, each with probability 0.25.

```
public class OneTwoThreeFour {
  public static void main(String[] args) {
    Random random = new Random();




  }
}
```

3. Write an app that prints any integer, each with positive but not necessarily equal probability.

```java
public class AnyInteger {
  public static void main(String[] args) {
    Random random = new Random();



  }
}
```