

```
/**
 * Génère des nombres aléatoires entiers entre deux limites comprises.
 *
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 * Classe: 11TG
 */
public class Randomizer
{
    // Les limites
    private long min = 0;
    private long max = 10;

    public Randomizer(long pMin, long pMax)
    {
        setLimits(pMin, pMax);
    }

    public void setLimits(long pMin, long pMax)
    {
        // Version simple (de base)
        min = pMin;
        max = pMax;
    }

    public long getNext()
    {
        return (long)(Math.random()*(max-min+1))+min;
    }
}
```