

LAB 11/12

In this experiment, we suppose `rand()` can generate data with uniform distribution from 0 to `RAND_MAX`

1. Generate 1000 random numbers with uniform distribution in the **range of integer** (-2147483678~2147483647). Also print out the max and min number in the 1000 numbers generated.

Hint1: the range of integer is from -2^{31} to $2^{31}-1$, and `rand()` generate random numbers from 0 to 32767 ($2^{15}-1$)

Hint2: try and understand `rand() * (RAND_MAX + 1) + rand()`

```
-987832437      -2116883427      61291531      1134798920      -1239014560
509389797       481918245       590020678     -603592168     -1123282575
151168258       -1475139574      -1747584743   -987739719     1241128666
1617390688      1685016437      1043326646    -1681277735    943229904
2112881837      370343111       124643231     2106828        -418595047
1154883234      -913764159      -637262625    14660538       1844030384
-1866979902     214568403       -272314882    -1037749403    318232084
1957294382     1487717845      -1381499722   -1304186237    -1658395068
184204943      -1647393511     -1055750255   162991426      520831176
-626218970     553643043       817976012     2078660184     -2093860814
-831171350     1553400483      -531627611    449712554      -423965949
-922146385     128957732       715416984     -1409619666    1992177819
407710802      951954690       -415365838    -132961678     -84773564
-1520999057    -1099970666     -866167409    -2023279738    -387234347
1940415583     1209537996      1018374885    1305411834     -123723944
1085400939     -574960792      -1606933867   -1882057851    -770469974
-693394794     -1460422434     -1688712274   -1566970581    688361076
1321914121     -109404646      -31314545     -2007315985    -458403661
-1251748913    -1529963508     -311646168    1913805649     1625548650

-2134557607 2146246694
-----
Process exited after 0.1655 seconds with return value 0
請按任意鍵繼續 . . .
```

2. Understand the following method for generating random numbers

```
#include<stdio.h>
#include<stdlib.h>
#include<time.h>
int main()
{
    srand(time(NULL));
    int range=10000, x;
    int bound=(RAND_MAX+1)/range;
    do{
        x=rand();
    }while(x>=bound*range);
    printf("%d\n",x%range);
    return 0;
}
```

Using similar concept, Please generate 100 random numbers in the range from **0 to 10**, the numbers should be **accurate to 3 digits after decimal point**, and they must be **uniformly distributed**. For example, 1.000 and 8.777 each is generated in the same probability.

2.118	8.675	9.366	7.338	3.927	7.499	4.112	0.697	8.335	6.856
4.253	3.076	3.013	3.305	4.588	1.550	1.037	7.286	4.988	5.577
9.751	2.316	1.907	2.135	0.168	5.950	7.254	0.603	0.419	4.033
2.338	6.167	9.291	5.065	2.820	7.879	5.785	3.550	6.812	0.077
6.986	5.601	4.870	1.866	4.117	2.779	8.759	7.751	4.478	7.789
1.232	8.357	1.008	1.378	6.022	6.905	2.738	1.469	4.228	0.179
0.097	2.230	3.346	4.285	9.634	8.998	8.977	6.587	5.399	7.164
3.838	4.399	4.915	7.676	9.458	9.223	1.654	7.154	1.317	6.732
5.657	4.889	4.528	2.721	0.393	4.561	5.080	9.871	4.251	1.257
9.307	7.139	9.028	8.006	8.454	8.498	3.403	2.716	1.033	9.703

3. Using the concepts of problem 1 and 2, please design a program which lets user **input an integer x** (any integer) and **generates a random number y**. If x is positive, y ranges from 0 to x-1, otherwise y ranges from 0 to x+1.

The distribution of y must be **uniform**.

Let user continuously inputs until the program receives Ctrl+D or Ctrl+Z.

```
0
range cannot be zero
1
---->0
50000
---->31965
50000
---->20173
-50000
---->-42120
-50000
---->-4035
-1
---->0
-2
---->-1
-2
---->0
^Z
-----
Process exited after 21.58 seconds with return value 0
```

```
40000
----->38094
40000
----->11958
40000
----->33925
40000
----->9274
-40000
----->-35325
-40000
----->-20132
-40000
----->-2465
-40000
----->-25008
-1
----->0
1
----->0
^Z
-----
Process exited after 14.75 seconds with return value 0
```