



## What does this do?

step = randomu(seed,1) gt 0.5 ? 1 : -1

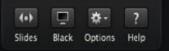
- A) Makes step a random variable greater than 0.5
- B) Makes step +1 50% of the time and -1 50% of the time
- C) Makes step an array of length seed with values +1 and -1 randomly distributed
- D) Crashes
- E) None of the above

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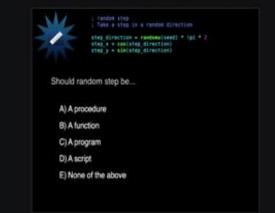
## 2D steps

- On a 2 dimensional grid, can take a step in any direction
- · step size is always the same
- · all directions are equally likely





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Results Chart

Question 1

No data available.

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Which is best for determining a random direction?

- A) randomn(seed) \* 360
- B) randomu(seed) \* 360
- C) Neither

Notes For Slide 6

