

23. Python Graphics: Making a Random Number

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Random Numbers

- Many ways to do this in Python
- Two steps:
 - Add the following command to the top of the file:
`from random import *;`
 - Call the function `randint(num1, num2)` which returns a random number from num1 to num2 inclusive
 - For example, `print(randint(0,10))` could output 7

Window Size

- The width of a window is provided by the GraphWin method: `getWidth()`
- The height of a window is provided by the GraphWin method: `getHeight()`

Random Point in window

- The following code determines a random pixel somewhere in the window

```
from random import *;
```

```
w = GraphWin("Window", 500,500);
```

```
ex = randomint(0, w.getWidth())
```

```
why = randomint(0, w.getHeight())
```

```
Point(ex, why)
```

Lab 23

- Make a copy of your custom Waldo lab
- Make an app that makes a new Waldo each time you click at a random location
- The app should run forever
- Your window should fill up with your custom objects