

Random numbers

Random number between 0 and 1.

We can generate a (pseudo) random floating point number

```
from random import *  
a=random()  
print('random=',a)
```

Generate a random number between 1 and 100

To generate a whole number (integer) between one and one hundred use:

```
print(randint(1, 100))
```

Random number between 1 and 10

To generate a random *floating point number* between 1 and 10 you can use the `uniform()` function

```
from random import *  
  
a=uniform(1,10)  
print('a=',a)
```

Picking a random item from a list

Fun with lists

We can shuffle a list with this code

```
items = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]  
shuffle(items)  
print(items)
```

```
items = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10]  
shuffle(items)  
print(items)
```