

## GENERATING RANDOM NUMBERS

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- Games, simulators, screen savers, and many other types of applications require random numbers. For generating random numbers, C# includes the built-in `Random.Next()` method.

### THE `Random.Next()` METHOD

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- To use a number generator, you need to create an object of type "Random"

```
Random rnd = new Random(); //rnd is the name of the object
```

- The 'Next' function call will generate a random number between the minimum value and the maximum value.
- The minimum value is **inclusive**; the maximum is **exclusive** so you need to add 1 to the maximum number.

```
int secretNumber = rnd.Next(MinNumber, MaxNumber + 1);
```

### EXAMPLE

- A random number between 1 and 10 would look like:

```
Random rnd = new Random(); //rnd is the name of the object
```

```
int secretNumber = rnd.Next(1, 11);
```

- The numbers generated by the **`Random.Next()`** method are not truly random but merely a sequence of pseudo random numbers produced by an algorithm from a specific starting point.