## 06.random e numpy

quarta-feira, 9 de agosto de 2023 1

## Numeros aleatórios com random

```
[8] \quad x = []
    for i in range(100):
      x.append(random.random())
[9] x
     0.2778649001477642,
     0.6136461277830189,
     0.7760610868585807,
     0.5929412647561699,
     0.8663927881942912,
     0.7415748178595118,
     0.1385388906618925,
     0.6969864142194285,
     0.5688782236228955,
     0.3316875738332704,
     0.6059805003678704,
     0.29151246727941504,
     0.8825001031941081,
     0.07117764750934119,
     0.6754082610871616,
     0.4948428447390083,
     0.9615486887927529,
     0.07879460347409062.
     0.44666108020563344,
     0.14733753699965146,
     0.7419299208585474,
     0.7162286922876356,
     0.4961282585626836,
     0.6052678634497866,
     0.7276819116397057,
     0.8720294402405298,
     0.6640937880649447,
     0.7122096542756354,
     0.9591917109539945,
     0.6194576271900626,
```

## Sorteio com nomes:

```
[10] nomes = ['Geronimo', 'Eunice', 'Stanley', 'Geane', 'Gilvan']

random.choice(nomes) # Sorteando um nome

'Geane'

[12] random.shuffle(nomes) # Deixando aleatórios

[13] nomes

['Geane', 'Stanley', 'Gilvan', 'Eunice', 'Geronimo']
```

