**:Student Name :Roll No :Section**

Experiment No. 12

Lab 12 – Introduction to Random Module

**Lab Objectives**

1. Introduction to Random Module.

**Practice Code:**

**1.from** random **import** \*  
**print**(random()) ## Generate a pseudo-random number between 0 and 1.

**2.print**(randint(1,100)) *# Pick a random number between 1 and 100.*

3.**print**(uniform(1,100)) *#generates a random floating point number*

4. items = [1,2,3,4,5,6,7,8,9] *#to shuffle items of a list*shuffle(items)  
**print**(items)

5. items = [1,2,3,4,5,6,7,8,9]  
x = sample(items,1) *#pick 1 random item from a list***print**(x[0])  
x += sample(items,4) *#pick 4 random items from a list***print**(x)

6. **print**(randrange(1,100,1)) *#start,stop,step (1-99)*

7.Names=[‘sara’,’zara’,’sehar’,’Ali’,’Abdullah’]

Random.Choice(Names)

Exercise:

Q.1 Create a list of different Cities of Pakistan and by using random module Shuffle that list.

Q.2 Define a list, consisting of names of different students, who are applying for a scholarship, pop an item from that list and transfer all items in a new list and apply sample method of random module to give scholarship to two students of new list.

Q.3 Define two lists dice1 and dice2, holding numbers from 1 to 6 ,Design a python program that start playing with two dices for two players.