## ♦ import random

This line imports the random module so that its functions can be used.

- random.random()
- This function returns a random float number between 0.0 and 1.0.
- Example outputs:

```
python

0.8551634424182856 0.0693062103727718 0.4471602699489764 0.01999268171848545
```

These are random values between 0 and 1.

- random.randint(a, b)
- Returns a random integer N such that a <= N <= b.
- Example:

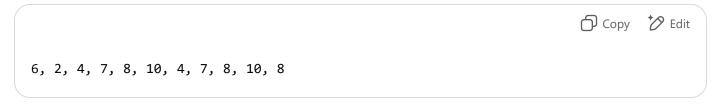
```
python

random.randint(1, 10)

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```

This will return random integers between 1 and 10 (inclusive).

• Sample results in the screenshot:



- → random.choice(list)
- Selects a random item from a non-empty list.

Example:

```
python

11 = ['lemon', 'black chai', 'ginger', 'mint', 'masala'] random.choice(l1)
```

Output examples:

```
bash
'masala', 'ginger', 'mint', 'lemon', etc.
```

Each time you call it, it randomly selects one element from the list.

- random.shuffle(list)
- Shuffles the elements of a list in place (modifies the original list).
- Example:

```
python

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random.shuffle(l1) print(l1)
```

• Output:

```
css
['mint', 'masala', 'black chai', 'lemon', 'ginger']
['black chai', 'mint', 'ginger', 'lemon', 'masala']
```

Each time you shuffle, the order of the list elements changes randomly.

## Summary

Function Purpose
random.random() Returns float between 0 and 1

Function	Purpose
random.randint(a,b)	Random integer in [a, b]
random.choice(seq)	Picks one random element from the list
random.shuffle(seq)	Shuffles the list elements randomly in-place

These tools are commonly used in games, simulations, and anywhere randomness is required.