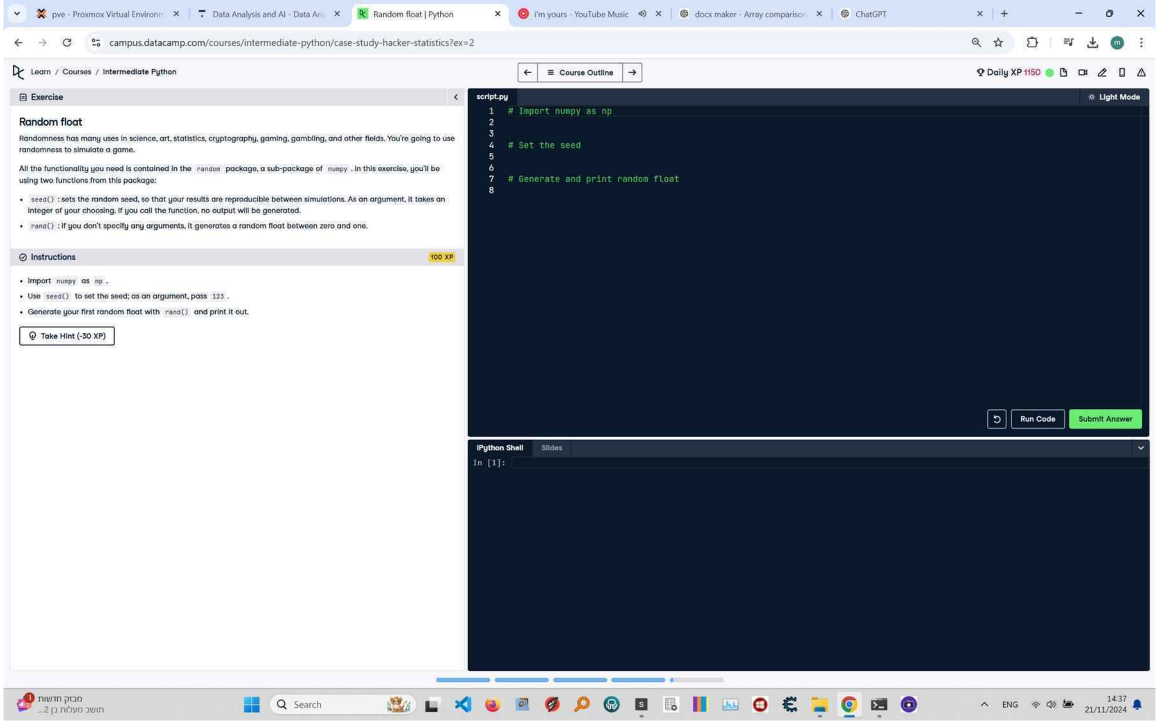
Random Float in Python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Random float

Randomness has many uses in science, art, statistics, cryptography, gaming, gambling, and other fields. You're going to use randomness to simulate a game.

All the functionality you need is contained in the `random` package, a sub-package of `numpy`. In this exercise, you'll be using two functions from this package:

- `seed()`: sets the random seed, so that your results are reproducible between simulations. As an argument, it takes an integer of your choosing. If you call the function, no output will be generated.
- `rand()`: If you don't specify any arguments, it generates a random float between zero and one.

Instructions 100 XP

- Import `numpy` as `np`.
- Use `seed()` to set the seed; as an argument, pass `123`.
- Generate your first random float with `rand()` and print it out.

Take Hint (-30 XP)

```
# Import numpy as np


# Set the seed


# Generate and print random float

```

```
In [1]:
```

Question:

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All the functionality you need is contained in the `random` package, a sub-package of `numpy`. In this exercise, you'll be using two functions from this package:
- `seed()`: sets the random seed so that your results are reproducible between simulations. As an argument, it takes an integer of your choosing; if you call the function, no output will be generated.
- `rand()`: if you don't specify any arguments, it generates a random float between zero and one.

Instructions:
1. Import `numpy` as `np`.
2. Use `seed()` to set the seed; as an argument, pass `123`.
3. Generate your first random float with `rand()` and print it out.

Answer:

Here is the Python code that solves the problem:

```
# Import numpy
import numpy as np

# Set the random seed
np.random.seed(123)

# Generate and print random float
random_float = np.random.rand()
print(random_float)
```

Explanation:

1. **Importing numpy**: The `numpy` library is imported as `np`, allowing you to use its functions with the alias `np`.
2. **Setting the random seed**: The `np.random.seed()` function ensures reproducibility of the random number generation. Passing `123` as the argument initializes the random number generator to a fixed state.
3. **Generating a random float**: The `np.random.rand()` function generates a random float uniformly distributed between 0 and 1.
4. **Printing the result**: The generated random float is stored in the variable `random_float` and printed to the console.