DAY 3

Randomisation of lists

first step before doing random

import random

generate random integer

random.randint (a,b)

between these 2 numbers

module eg:

type module

engine module

how to make your own module

my_module.py new py file

pi = 3.14159246

go back to main

import my_module

print (mymodule.pi)

random decimal No.

random.random() → gives 0 to .99

how to make range 0 to 5

float = random.random()

float x 5

↳ you extend range to 5

seed

If we both use same seed we get same random number, If we dont use seed we get different random numbers

Pseudo random numbers use timestamp as seed if we want to change

```
random.seed(123)
```
↑ No. any

→ No. generated always same

list

```
fruits = [item 1, item 2]
```
→ Can be any data type

Pull out first item

```
print(fruit[0])
```
→ Python programmers start counting from 0

→ square bracket related to list

print(fruits[-1])

last thing on the list, goes backwards

Change a specific item

```
States[1] = "Crown"
```
element changes to crown

how to add someone new to end of list

```
fruit.append["shirinland"]
```
→ Adds one item

Add a whole bunch of items

```
fruits.extend(["hi", "who", "sis"])
```

Split

split a string based on some sort of divider

```
op = fruit.split("s"
```

pick random item from list

```
random.choice(fruits)
```

Nested list

Dirty Dozen list

List within a list

dirtydozen = [fruits, vegetables]

2 lists