PBL 9 Topic: Random numbers

1. Write a program to generate 20 numbers between 1 to 50.

2. Write a program to show the output of a throw of a dice.

```
Program.vb ≠ ×
™ random numbers PBL
                                                                                                                        ▼ 😭 Main
                                                           → 🔡 Program
              Imports System
  (3
             ⊟Module Program
                   Sub Main(args As String())
                      Randomize()
                      Dice = (Rnd() * 6 + 1)
                       Console.WriteLine($"The result of the dice is {Dice}")
       11 🖗
                      Console.ReadLine()
                   End Sub
                                                         C:\Desktop\Programming\Visual Studio 2022\random numbers PBL\bin\Debug\net6.0\ran
                                                         The result of the dice is 4
```

3. Write a program to show the output of a throw of 2 dice.

```
Program.vb ≠ ×
™ random numbers PBL
                                                          🕶 믡 Program
              Imports System
            ⊟Module Program
                  Sub Main(args As String())
                     Dim Dice As Integer = 0
                      Randomize()
                     Dice = (Int(Rnd() * 6 + 1))
                      Dim Dice1 = (Int(Rnd() * 6 + 1))
                      Console.WriteLine($"The result of the dice is {Dice}")
                      Console.WriteLine($"The result of the other dice is {Dice1}")
      116
                      Console.ReadLine()
                                                     C:\Desktop\Programming\Visual Studio 2022\random numbers PBL\bin\Debug\net6.
                  End Sub
                                                     The result of the dice is 4
                                                    The result of the other dice is 5
```

4. Programming languages provide built-in functions to generate random numbers. To be truly random, the frequency of each number generated should be the same.

Write a program to do the following.

The program should:

- generate 200 random numbers between 1 and 10 inclusive
- keep a count of the number of times each number is generated
- calculate the expected frequency of each number 1 to 10
- output the actual frequency of each number 1 to 10
- output the difference between the actual frequency and the expected frequency.

An example of the output is as follows:

The expected frequency is 20.

Number	Frequency	Difference
1	17	-3
2	21	1
3	12	-8
4	28	8
5	20	0
6	19	-1
7	21	1
8	16	-4
9	24	4
10	22	2

