



Cloud, APIs and Alerts > Introduction Python

Random Function in Python

Have you ever played the game Ludo? In that, we throw the dice to get some lucky number but the number we get on dice is random and the output depends totally on God!!! The same random feature is also available in Python.

IMPORTANT NOTE: Please do not save the file that you are creating below with the file name as `random.py`. It will interfere with python's internal filesystem and cause your program to crash. Also, please make sure that any other file with the name "`random.py`" does not exist in the same directory. To delete any such files, run the command ``rm random.py random.pyc`` in the directory where you have written the code.

Python comes with a random number generator which can be used to generate various distributions of numbers. To access the random number generator, the random module must be imported.

For example :

```
import random
lucky_number = random.random()
print (lucky_number)
```

To view the output of the above code, type it in a file and save it with the file name `lucky_number_generator.py`.

Then execute the Python file using the command `sudo python3 lucky_number_generator.py`.

The output of above program will be anything between 0 and 1. In the first line, we are importing random module. And we are calling random function of the random module and storing the result in `lucky_number` variable and in the last line we are just printing the `lucky_number`.

If you want to generate some int value between given range then you can use `random.randint()` function. For example :



suppose if want to generate some number between 1 and 10 then the code will look like this.

```
import random
min = 1
max = 10
lucky_number = random.randint(min, max)
print (lucky_number)
```

To view the output of the above code, type it in a file and save it with the file name `lucky_number_generator.py`.

Then execute the Python file using the command `sudo python3 lucky_number_generator.py`.

In the first line we are importing random module, and then we are declaring two variables min and max with the value 1 and 10 respectively.

And we are calling randint function and also passing the min and max value to randint and the result will be stored in lucky_number variable. And in the last line, we are just printing the lucky_number.