# Random Module

- By using random module we generate random values or random sequences
- It mostly used for developing the gaming application ludo , playing card and generating OTP etc.
- In random module we have the following methods

## random(n)

- It will generate random float numbers between 0 and 1 where 1 is not inclusive

## randint(a,b):

- It will generate random integer numbers between a and b where a and b are included

```
import random
import time

for i in range(1,11):
   time.sleep(.3)
   print(random.randint(10,20))
```

## uniform(a,b):

- It will generate random float numbers between a and b where a and b are not included

```
import random
import time
for i in range(1,11):
   time.sleep(.3)
   print(random.uniform(10.0,15.7) )
```

## Choice(iterable):

- It will generate random items from the given iterable collection

```
import time
import random

lst=['cpu','keyboard','mouse','pen tab']

for i in range(1,11):
    time.sleep(.3)
    print( random.choice(lst) )
```

## Example Applications :

```
import random

lst=['cat','rat','mat','sat','mom','mam','dad']
print("List ",lst)

for i in range(1,11):
    item=random.choice(lst)
    word=input("Guess a word form the list : ")
    if item==word:
        print("Yes U R Guess Correct .... :) ")
        break
```

## Generating random alphabets :

```
import time
import random

for i in range(1,11):
    time.sleep(.2)
    print( chr(random.randint(65,90)) )
```

## Generating OTPs:

```
import time
import random

for i in range(1,11):
   time.sleep(.3)
   print(random.randint(111111,999999))
```

## Example 2:

```
import time
import random


for i in range(1,11):
   time.sleep(.3)
   print(  random.randint(11,99), chr(random.randint(65,90)),
                                  chr( random.randint(97,122)),
                                  random.randint(11,99) ,sep=" )
```