What’s the question I ask myself when applying Math.random(), Math.trunc(), \* and +1 in order to increase the range of the randomly generated number?

What’s the biggest possible number that I want Math.random() generate?

Note : The possible numbers In this situation START from 1, Not 0, If you want 0, Then you have to forgo the + 1, However that results in the biggest number that you specified not being possible. So in order for both 0 and the biggest number that you want to be possible, You have to not apply + 1, But still add 1 value to your biggest number.

Let me give an example, I want a number between 0 and 20 (Or 0 or 20 themselves), In order to do that, I have to set the biggest number as 21, The code looks like this:

const number = Math.trunc(Math.random() \* 21)

But if you don’t want 0, It simply looks like this :

const number = Math.trunc(Math.random() \* 20)

Note 2 : If you want to ALSO specify the smallest possible number, Then you must subtract the biggest number by the smallest number before the multiplication, And then add the smallest number to the result of the multiplication. Example :

const number = Math.trunc(Math.random() \* (21 – 5) + 5)

The Generated number will be between 20 and 5, Or 20 and 5 themselves.