

```
1 public class Aleatorios
2 {
3     public static void Main(String []args)
4     {
5         //Random()
6         var rand = new Random(); //rand ayuda a crear nuestros aleatorios
7         int randInt = rand.Next(100); //Poner rango
8         Console.WriteLine(randInt);
9         randInt = rand.Next(-100,100);
10        Console.WriteLine(randInt);
11        randInt = rand.Next(-100, 100);
12        Console.WriteLine(randInt);
13        randInt = rand.Next(-100, 100);
14        Console.WriteLine(randInt);
15        randInt = rand.Next(-100, 100);
16        Console.WriteLine(randInt);
17        randInt = rand.Next(-100, 100);
18        Console.WriteLine(randInt);
19        randInt = rand.Next(-100, 100);
20        Console.WriteLine(randInt);
21    }
22 }
```