

# Python - Random Module

Functions in the **random** module depend on a pseudo-random number generator function `random()`, which generates a random float number between 0.0 and 1.0.

**random.random():** Generates a random float number between 0.0 to 1.0. The function doesn't need any arguments.

```
>>>import random
>>>random.random()
0.645173684807533
```

**random.randint():** Returns a random integer between the specified integers.

```
>>>import random
>>>random.randint(1,100)
95
>>>random.randint(1,100)
49
```

**random.randrange():** Returns a randomly selected element from the range created by the start, stop and step arguments. The value of start is 0 by default. Similarly, the value of step is 1 by default.

```
>>>random.randrange(1,10)
2
>>>random.randrange(1,10,2)
5
>>>random.randrange(0,101,10)
80
```

**random.choice():** Returns a randomly selected element from a non-empty sequence. An empty sequence as argument raises an `IndexError`.

```
>>>import random
>>>random.choice('computer')
't'
>>>random.choice([12,23,45,67,65,43])
45
>>>random.choice((12,23,45,67,65,43))
67
```

**random.shuffle():** This functions randomly reorders the elements in a list.

```
>>>numbers=[12,23,45,67,65,43]
>>>random.shuffle(numbers)
>>>numbers
[23, 12, 43, 65, 67, 45]
>>>random.shuffle(numbers)
>>>numbers
[23, 43, 65, 45, 12, 67]
```