

Counterfeit Medicine

Problem written by Chris Piech from Stanford University

The Story

This problem starts with a sad story. When I was growing up in Kenya it was estimated that over 38% of medicines sold at pharmacies were fake [1]. That was a big problem! Depending on which organization you ask, deaths from counterfeit medicine ranged from 100,000 per year (WHO) to 700,000 (IPN) [2].

"Deaths from counterfeit drugs are equivalent to, "four fully laden jumbo jets crashing everyday" [2]

In 2009 a Ghanaian fellow named Bright Simmons came up with a straightforward technology solution he called mPedigree. He partnered with companies that make medicine. On each legitimate package of medicine they stamped a unique scratch code. Now when you buy medicine at a pharmacy in Kenya you check the scratch code and text message mPedigree. If the code is in their system, and has never been used before, mPedigree sends a text message back saying: "valid." There has been a 58% decrease in child deaths from Malaria alone [3]. Sometimes simple programming solutions can have a large, positive impact on the world.

Your Job

Write a program that generates 10 digit numbers for 1,000 packages of medicine. Each number you generate should be (1) unique and (2) unpredictable.

Those numbers will be put on medicine packages. Counterfeitors won't stand a chance!

```
1097336141
1097425713
1097535189
1097633490
1097797854
1097897787
1097971591
1098027067
1098118704
1098274072
1098333886
1098495645
1098549283
1098656349
1098795689
1098838171
1098925507
1099061652
1099185311
1099233426
1099331101
1099459936
1099560193
1099611490
1099759609
1099867483
1099910807
```

Random Numbers

Using Math.random()

```
double random = Math.random() * 49 + 1;  
or  
int random = (int)(Math.random() * 50 + 1);
```

This will give you value from 1 to 50 in case of int or 1.0 (inclusive) to 50.0 (exclusive) in case of double

random() method returns a random number between 0.0 and 0.9..., you multiply it by 50, so upper limit becomes 0.0 to 49.999... when you add 1, it becomes 1.0 to 50.999..., now when you truncate to int, you get 1 to 50.

Using Random class in Java

```
Random rand = new Random();  
int value = rand.nextInt(50);
```

This will give value from 0 to 49.

For 1 to 50: `rand.nextInt((max - min) + 1) + min;`