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Title
A random walk

Description
Uses the random() function to pick a value in the range zero to eight. Each of the eight values corresponds to a direction as defined by the points on a compass. For example 0=North, 1=North East, etc. For each iteration a random direction is chosen and a new ellipse is drawn in that location.
The random numbers we get from the random() function are not truly random and are therefore known as pseudo-random. They are the result of a mathematical function. Over time it would yield a repeating pattern.