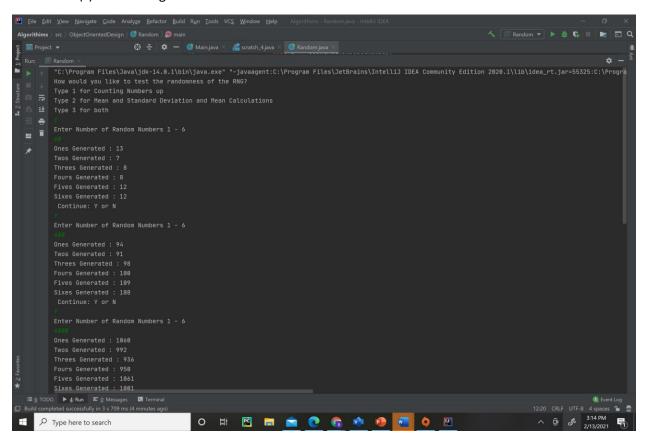
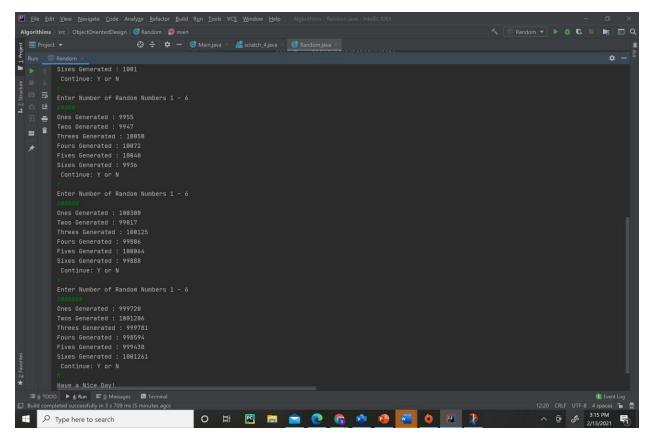
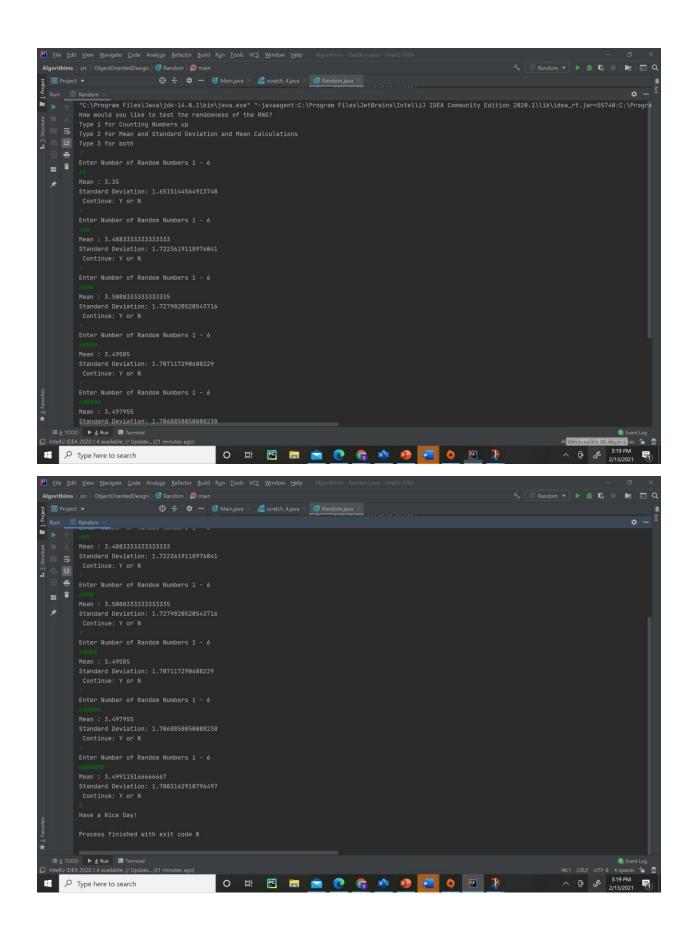
Assignment 2: CS 310 - Random Number Generator

Screenshot(s) of Counting Test Results





Screenshots(s) of Mean and SD Test Results



Reflective Essay:

A reflective essay on your successes, difficulties, and how you tested your code to ensure correctness

I'd say this was successful. I managed to generate an array of random numbers(allnumbs[userinput]) from one to six using a for loop and a modified Math.random call. (Add one, multiply by six, and cast to int). I tested the modified call by putting it into a scratch file and printing all a few numbers, when I found that it appeared to generate numbers from 1 to 6 in a uniform way, I worked on creating functions. The count all function and the mean and standard deviation function were created with no trouble. I believe my results are successful in proving that the Java math.random() call and psudo generator were random. For instance, In a perfectly random scenario all the outcomes are equal to each other. In this scenario there are 6 scenarios- (getting a 1,2,3,4,5,or 6). For this scenario to be random the probability of any one number being selected would be 1 for the scenario / 6 for the different outcomes or .166666667. In my simulation program, I generated these numbers and calculated the observed probability. As expected due to the law of large numbers, as the number of numbers generated grew so did the probability's hone in on an observed probability at .166. Thus, the generator is proven to be random by those means. Similarly, if one looks at the mean generated you can see it approaches the number 3.499. In a perfectly random scenario all of the numbers generated would reach a mean of 1 + 2 + 3 + 4 + 5 + 6 = 21/6 = 3.5 – due to the fact all the numbers would bare equal weight on the mean in this formulation. The true value for standard deviation utilizing the mean of 3.5 is equal to Square Root of $((1-3.5)^2 + (1-3.5)^2 + (1-3.5)^2 + (1-3.5)^2 + (1-3.5)^2 + (1-3.5)^2)/6) = 1.70785127659933$. This true value also corresponds to the value I got at with my generator, so I can access that my generator can accurately mimic the truly random scenario represented by 6 discreet values. With the evidence shown here(counts, mean, and standard deviation) I can accurately say that this Java pseudo random number generator performs as specified to create random numbers.

N=60

Outcome Count Observed probability

 1
 13
 0.216667

 2
 7
 0.116667

 3
 8
 0.133333

 4
 8
 0.133333

 5
 12
 .2

 6
 12
 .2

N=600

Outcome Count Observed probability

1 94 94/600=0.1566667 2 91 91/600=0.1516667 3 98 98/600=0.1633333 4 100 100/600=0.166667 5 109 109/600=0.181667 6 108 108/600=0.18

N=600

Outcome Count Observed probability

```
1 1060 1060/6000=0.17667
2 992 992/6000=0.165333
3 936 936/6000=0.156
4 950 950/6000=0.158333
5 1061 1061/6000=0.17683
6 1001 1001/6000=0.16683
```

N=60000

Outcome Count Observed probability

```
1 9955 9955/60000= 0.165916
2 9947 9947/60000=0.165783
3 10050 10050/60000=0.1675
4 10072 10072/60000=0.16786667
5 10040 10040/60000=0.16733333
6 9936 9936/60000=0.1656
```

N=600000

Outcome Count Observed probability

1	100300	100300/600000=0.167166667
2	99817	99817/600000=0.1663616667
3	100125	100125/600000=0.166875
4	99806	99806/600000=0.16634333
5	100064	100064/600000=0.16677333
6	99888	99888/600000=0.16648

N=6000000

Outcome Count Observed probability

```
1 999720 0.16666
2 1001206 0.1668676667
3 999781 0.1666301667
4 998594 0.166432323
5 999438 0.166573
6 1001261 0.1668768333
```