## Exercise 2.5.6: Random Number Generator

In this exercise, you will create a random number generator.

Create a function randomNum that generates a random number from 0 - 10 and lists that number in the p tag num-display. Call this function when the button on the page is clicked. Use an event listener to associate randomNum with num-display.

As a reminder, random numbers can be generated using Math.random(), which generates a random double from 0 - 1. We can stretch that to encompass 0 - 10 by multiplying the result of Math.random() and converting it to an int using Math.floor().