Random Module

Random variable generators

integers

- uniform within range

sequences

- pick random element
- pick random sample
- pick weighted random sample
- generate random permutation

distributions on the real line:

- uniform
- triangular
- normal (Gaussian)

List of Functions in Python Random Module to be covered

Function	Description
1. seed(a=None, version=2)	Initialize the random number generator
2. getstate()	Returns an object capturing the current internal state of the generator
3. setstate(state)	Restores the internal state of the generator

4. getrandbits(k)	Returns a Python integer with k random bits
5. randrange(start, stop[, step])	Returns a random integer from the range
6. randint(a, b)	Returns a random integer between a and b inclusive
7. choice(seq)	Return a random element from the non-empty sequence
8. shuffle(seq)	Shuffle the sequence
9. choices(seq, k)	Returns a list with a random selection from the given sequence
10. sample(population, k)	Return a k length list of unique elements chosen from the population sequence
11. random()	Return the next random floating point number in the range [0.0, 1.0)
12. uniform(a, b)	Return a random floating point number between a and b inclusive
13. triangular(low, high, mode)	Return a random floating point number between low and high, with the specified mode between those bounds