Lecture: 9-1

■ Prerequisites for this lecture are: 8-1, 8-2 and 8-3.

John Romero Programming Proverbs

■ 8. "Write your code for this game only - not for a future game. You're going to be writing new code later because you'll be smarter."

■ John Romero, "The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017"

Random numbers

- see the `random` module for details and extent of creating random numbers

Random numbers

■ the method `random.randint` can be used to generate random integers

■ any easy example usage is:

■
```
#!/usr/bin/env python3

import random

print ("your die roll was", random.randint (1, 6))
```

Sounds

■
```
#!/usr/bin/env python3

sound = pygame.mixer.Sound ("mysound.wav")
sound.play ()
```

■ please see the pygame ⟨`https://www.pygame.org/docs/ref/mixer.html`⟩ web site for more detail