 

**Java Lesson: Pseudo Random # Generation   
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**Objective:** Learn how to use the java.util.Random class to generate pseudo-random numbers.

Java has provided us with a nifty pseudo random number generator.

import java.util.Random;

Tips:

1. Only make one instance of the Random class
2. When using Random with a console try making it a static global variable for convenience
3. When using Random with a swing application, make the Random object without the keyword static in front. You should still it global. (outside any method)
4. You can generate lots of random numbers or booleans using the same Random object
5. If you want to generate the same sequence of random numbers or booleans, you can provide your own “seed”
6. Without using your own “seed”, Random will use the milliseconds of your computer’s clock as a seed

import java.util.Random;

public class RandExamples {

static Random r = new Random(); //create a Random object without seed

static Random r2 = new Random(50); //create a Random object with seed

public static void main(String[] args) {

//Use nextInt

int number = r.nextInt(10); //0..9

int number1 = r.nextInt(5); //0..4

int number2 = r.nextInt(3)+1; //1..3

//nextBoolean

boolean yes = r.nextBoolean();//true or false

//nextDouble

double m = r.nextDouble(); //gives us a number between 0 and 1(non-inc)

double n = r.nextDouble(); //0….999999

//You try

//Create a random number from 1 to 10

int bono = r.nextInt(10)+1;

//Create a random number from 1 to 100

int theEdge = r.nextInt(100)+1;

//Create a random number from x to x+30

int larryMullin = r.nextInt(31)+x;