

'''

EE 381 Spring 2020 Project 1

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Start Date: 02-10-2020

End Date: 02-12-2020

Description: The code implements a linear congruential random number generator, RNG. It will output a uniform distribution of numbers on the interval  $[0, 1)$ .

'''

import math

#below are the constants used in the formula

N = 10000 #The norm

A = 4987 #The adder

M = 122021 #The multiplier

Coin = []

#-----

# Get seed from clock

S = int(input("Enter a seed: "))

#-----

for i in range(1000000):

    S = (M \* S + A) % N #RNG Formula

    v = S / N #nums in  $[0,1)$

    coin = math.floor(2\*v)

    Coin.append(coin)

#print (Coin)

#Generation of coin flips complete

#-----

game = [] #record of the run of each game

count = 0 #accumulator, num of games

win = 0 #accumulator, num of wins

for i in Coin:

    game.append(i)

    if i == 1: #stop at a head

        count = count + 1 #record count of completed game

        L = len(game) #number of flips in game

        if L % 2 == 1: #is it an odd flip?

            win = win + 1

        game = [] #wipe memory of game to start fresh

p = win / count #frequency simulation

print(p)

```
Python 3.7.4 Shell
Python 3.7.4 (v3.7.4:e09359112e, Jul 8 2019, 14:54:52)
[Clang 6.0 (clang-600.0.57)] on darwin
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: /Users/joce/EE381/Project 2/project2.py =====
Enter a seed: 8764
>>>
===== RESTART: /Users/joce/EE381/Project 2/project2.py =====
Enter a seed: 8764
[0, 0, 0, 1, 0, 0, 0, 0, 1, 0]
>>>
===== RESTART: /Users/joce/EE381/Project 2/project2.py =====
Enter a seed: 974
[0, 0, 1, 1, 0, 0, 0, 1, 1, 1]
>>>
===== RESTART: /Users/joce/EE381/Project 2/project2.py =====
Enter a seed: 11519
[0, 1, 0, 0, 0, 1, 1, 0, 0, 0]
0.3333333333333333
>>>
===== RESTART: /Users/joce/EE381/Project 2/project2.py =====
Enter a seed: 11519
0.668798
>>>
===== RESTART: /Users/joce/EE381/Project 2/project2.py =====
Enter a seed: 11519
0.667198
>>> |
```