

NAME

rand, srand – random number generator

SYNOPSIS

(seed in r0)

jsr pc,srand /to initialize

jsr pc,rand /to get a random number

srand(seed)

int seed;

rand()

DESCRIPTION

Rand uses a multiplicative congruential random number generator to return successive pseudo-random numbers (in r0) in the range from 0 to $2^{15}-1$.

The generator is reinitialized by calling *srand* with 1 as argument (in r0). It can be set to a random starting point by calling *srand* with whatever you like as argument, for example the low-order word of the time.

BUGS

The low-order bits are not very random.