Random numbers

Standard library functions – built in

- print()
- input()

Library functions – not built in

- Tell the interpreter that they will be used
- import statement
- math
- random

Random numbers

- randint(x, y)
- x is the lowest possible value
- y is the highest possible value

- randrange(x, y)
- x is the lowest possible value
- y is the ending limit

- https://docs.python.org/3.0/library/random.html

Sample Code for rolling a die:

```
import random
die1 = random.randint(1, 6)
```