



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)
```