## March 27, 2014

**DO NOW:** Compute each of the following:

- 100 mod 16
- 128 mod 8
- 45532432423 mod 2
- 1001 in decimal
- 101101011 in decimal

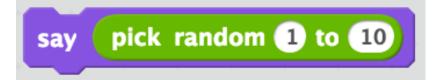
## March 27, 2014

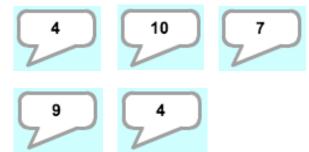
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## **Random Numbers**







## How else can we use random numbers?

- Have enemies from a random point at the top of the stage?
- Move a sprite in random directions?
- Draw shapes with random colors?