Objectives:

* Random class

**There are 2 print screens, each worth 50%**

Please submit this document for grading when completed… Please work in-groups.

A random class allows the computer to assign random numbers. We use the import statement to use the random class.

**Project #1** (using the random class), notice that we use the import statement to use the random class.

The **randint** means to use random numbers between 1-10, try increasing the numbers and rerun the program.

Graphical user interface, text, application, chat or text message

Description automatically generated

Here is an example using the for loop to print the random numbers

Graphical user interface, text, application

Description automatically generated

**Project #2** (Heads and Tails)

Text

Description automatically generated

**Project #3** (the rock, paper, scissor game)

A picture containing table

Description automatically generatedText

Description automatically generated

**Project #4** (using the math class)

Graphical user interface, text, application

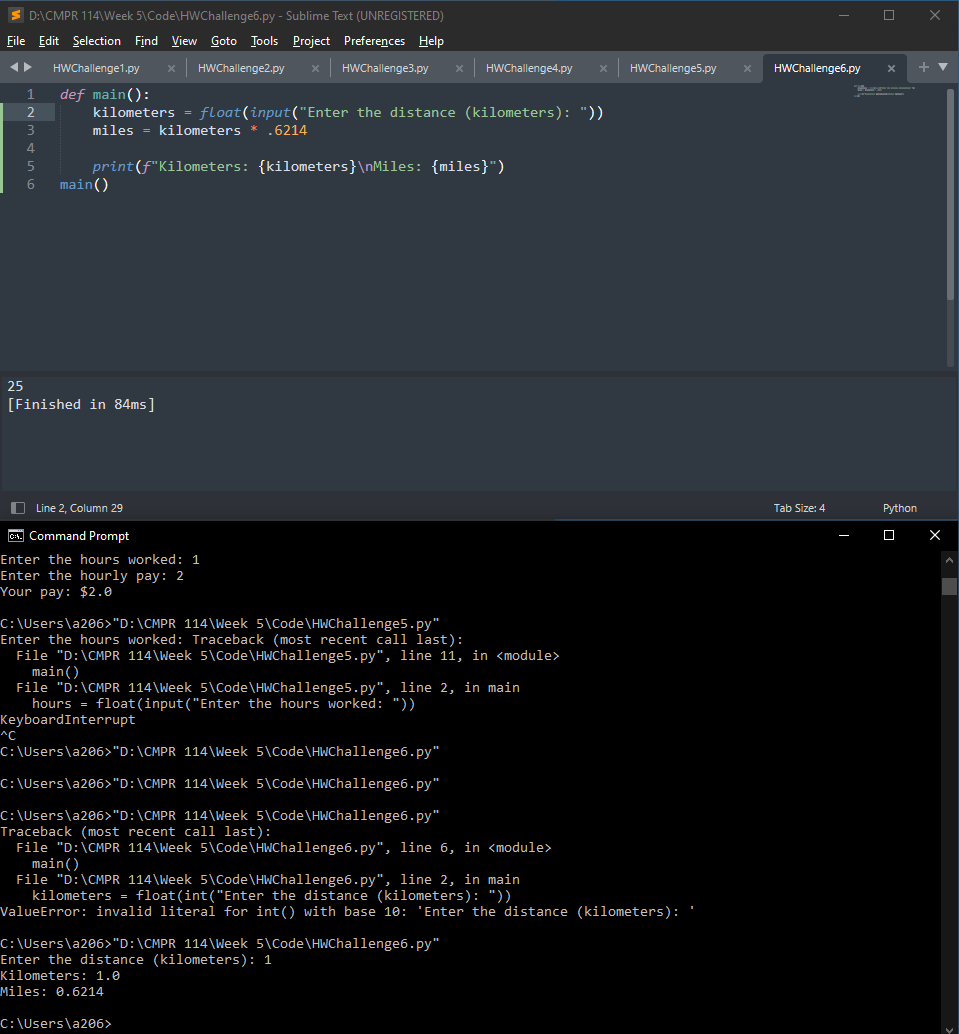
Description automatically generated

**Challenge Exercise #1:** complete the following program using a function

Text

Description automatically generated

**#1 print screen the output with code below here.**

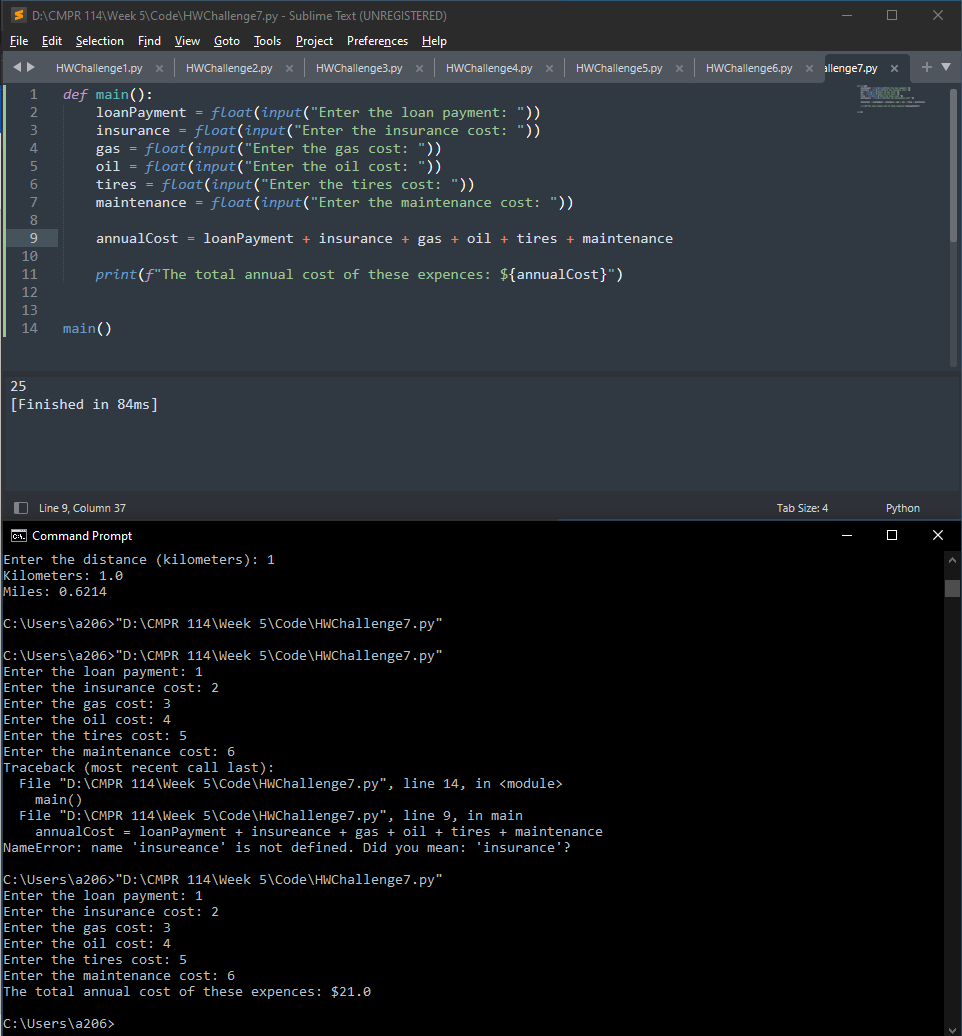


**Challenge Exercise #2:** complete the following program using a function

Text

Description automatically generated

**#2 print screen the output with code below here.**



**Submit this document to Module 5 Class Exercise.**