

Import Random

| If you want to take a random number, you can import a random variable. |

```
r = random.randint(1, 100)
```

randint = random integer  
(1, 100) = from 1 to 100

\*You have to import the module called random first

For example:

Import random (*Module random has been imported*)

```
r = random.randint(1, 100) <- Use the module
```