

JavaScript Math.random()

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Examples

```
let x = Math.random();
```

Try it Yourself »

Return a random number between 0 (inclusive) and 10 (exclusive):

```
let x = Math.random() * 10;
```

Try it Yourself »

Return a random number between 0 (inclusive) and 100 (exclusive):

```
let x = Math.random() * 100;
```

Try it Yourself »

A random whole number between 1 and 10 (inclusive):

```
let x = Math.floor((Math.random() * 10) + 1);
```

Try it Yourself »

A random whole number between 1 and 100 (inclusive):

```
let x = Math.floor((Math.random() * 100) + 1);
```

Try it Yourself »

Description

The `Math.random()` method returns a random floating point number between 0 (inclusive) and 1 (exclusive).

Note

`Math.random()` does not return a cryptographically secure number.

If you need a cryptographically secure number, use this Crypto API method:

`crypto.getRandomValues()`

Syntax

`Math.random()`

Parameters

NONE

Return Value

Type	Description
Number	A random number from 0 (inclusive) up to but not including 1 (exclusive).

Related Pages:

[JavaScript Math](#)

[JavaScript Numbers](#)

[JavaScript Number Reference](#)

Browser Support

Math.random() is an ECMAScript1 (JavaScript 1997) feature.

It is supported in all browsers:

Chrome	Edge	Firefox	Safari	Opera	IE
Yes	Yes	Yes	Yes	Yes	Yes

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