



JavaScript Random

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Math.random()

`Math.random()` returns a random number between 0 (inclusive), and 1 (exclusive):

Example

```
Math.random();           // returns a random number
```

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`Math.random()` always returns a number lower than 1.

JavaScript Random Integers

`Math.random()` used with `Math.floor()` can be used to return random integers.

Example

```
Math.floor(Math.random() * 10); // returns a random integer from 0 to 9
```

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Example

```
Math.floor(Math.random() * 11); // returns a random integer from 0 to 10
```

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Example

```
Math.floor(Math.random() * 100); // returns a random integer from 0 to 99
```

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Example

```
Math.floor(Math.random() * 101); // returns a random integer from 0 to 100
```

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Example

```
Math.floor(Math.random() * 10) + 1; // returns a random integer from 1 to 10
```

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Example

```
Math.floor(Math.random() * 100) + 1; // returns a random integer from 1 to 100
```

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A Proper Random Function

As you can see from the examples above, it might be a good idea to create a proper random function to use for all random integer purposes.

This JavaScript function always returns a random number between min (included) and max (excluded):

Example

```
function getRndInteger(min, max) {  
  return Math.floor(Math.random() * (max - min) ) + min;  
}
```

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This JavaScript function always returns a random number between min and max (both included):

Example

```
function getRndInteger(min, max) {  
  return Math.floor(Math.random() * (max - min + 1) ) + min;  
}
```

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