

L2 PROBLEM 2 (5/5 points)

Using the random module

This problem asks you to write a short function that uses the the random module. Click on the above link to be taken to the Python docs on the random module, where you can see all sorts of cool functions the module provides.

The random module has many useful functions - play around with them in your interpreter to see how much you can do! To test this code yourself, put the line `import random` at the top of your code file, to import all of the functions in the random module. To call random module methods, preface them with `random.`, as in this sample interpreter session:

```
>>> import random
>>> random.randint(1, 5)
4
>>> random.choice(['apple', 'banana', 'cat'])
'cat'
```

How would you randomly generate an even number `x`, $0 \leq x < 100$? Fill out the definition for the function `genEven()`. Please generate a uniform distribution over the even numbers between 0 and 100 (not including 100).

```
def genEven():
    '''
    Returns a random number x, where 0 <= x < 100
    '''
    # Your code here
```

```
1 import random
2 def genEven():
3     '''
4     Returns a random even number x, where 0 <= x < 100
5     '''
6     # Your code here
7     return random.randrange(0,100,2)
```

Correct

```
# There are many good answers to this problem, some easier than others :)
def genEven():
    return random.randrange(0, 100, 2)

def genEven():
    return random.choice(range(0, 100, 2))

def genEven():
    return int(random.random() * 50)*2

def genEven():
    return random.choice(range(0, 50))*2

def genEven():
    x = random.randint(0, 98)
    while x % 2 != 0:
        x = random.randint(0, 98)
    return x
```

Test results

CORRECT

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