Materials

- Arduino Uno

Background & Set-Up:

https://en.wikipedia.org/wiki/Random_number_generation

As we discussed, there is no such thing as truly random. Everything is predictable given enough information. Read through some of the potential methods for writing algorithms that will provide you with some pseudo-random numbers,

You will set up the Arduino to communicate with your computer using the Arduino's serial port bus that communicates over the USB connection. Use the Arduino-PC Serial Comms starter code to see how to set up the connection. To send a message to your Arduino from your PC, open the serial port monitor (Tools->Serial Port Monitor). Double-check to make sure the settings match your parameters you set up in your program.

Goal:

We want to write a program that will spit out a random number any time we ask it. You will give your Arduino some input to prompt it to give you an output of a random number. You can set this up however you would like. We will use your random number generator for future activities!

Input: "yo" (you can set up input to be anything you want)
Output; "24"

Input: "dd228"
Output; "4294"