**7 kyu**

**Genetic Algorithm Series - #1 Generate**

611784% of 292338of 1,741[gabrielsiedler](https://www.codewars.com/users/gabrielsiedler)

C#

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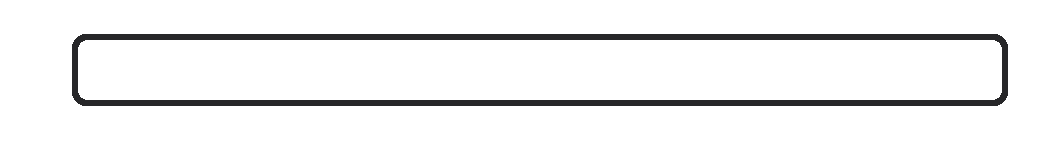
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A genetic algorithm is based in groups of chromosomes, called populations. To start our population of chromosomes we need to generate random binary strings with a specified length.

In this kata you have to implement a function generate that receives a length and has to return a random binary strign with length characters.



**Example:**

Generate a chromosome with length of 4 generate(4) could return the chromosome 0010, 1110, 1111... or any of 2^4 possibilities.

***Note:*** *Some tests are random. If you think your algorithm is correct but the result fails, trying again should work.*

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* **Genetic Algorithm Series - #1 Generate**
* [Genetic Algorithm Series - #2 Mutation](http://www.codewars.com/kata/genetic-algorithm-series-number-2-mutation)
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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp1

{

class Program

{

public static string Generate(int length)

{

Random r = new Random();

string s = "";

for(int i =0; i<length; i++)

{

s += r.Next(0, 2).ToString();

}

return s;

}

static void Main(string[] args)

{

Console.WriteLine(Generate(50));

Console.ReadLine();

}

}

}