GENERATE RANDOM NUMBER BETWEEN TWO NUMBERS (0 TO 16)

Math.floor(Math.random()\*16) +1

This above code works only if minimum value is 1. It does not work for minimum values other than 1

1 is the start number

16 is the number of possible results.

// returns an integer random number between min(included) and max (included)

function randomInterval(min,max){

return Math.floor(Math.random()\*(max-min+1))+min

}

// returns an integer random number between min(included) and max ( not included)

function randomInterval(min,max){

return Math.floor(Math.random()\*(max-min))+min

}

egs:

// 0🡪10

Math.floor(Math.random()\*11)

// 1 🡪10

Math.floor(Math.random()\*10)+1

// 5 🡪 20

Math.floor(Math.random()\*16)+5

//-10 🡪 -2

Math.floor(Math.random()\*9) -10