using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Random\_Demo

{

class Program

{

static void Main(string[] args)

{

//Create a random number generator object

Random r = new Random();

int num;

double dnum;

num = r.Next();

Console.WriteLine(num);

num = r.Next(9);

Console.WriteLine(num);

num = r.Next(1,6);

Console.WriteLine(num);

dnum = r.NextDouble();

Console.WriteLine(dnum);

}

}

}

//Output

//1764071435

//3

//5

//0.455846664708036