DAY 4: RANDOMIZATION MODULE

Random.randint(a,b) [generates whole numbers]

Returns the random integer N such that N>=a and N<=b.

random.random()[ generates float numbers]

returns the random float value N such that N>=0.0 and N<1.0

random.choice([a,b])

returns the string value of a or b randomly.

EXAMPLE:

import random  
random\_integer = random.randint(10,20)  
print(random\_integer)

OUTPUT: this will vary every time and the answer can be any number greater than or equal to 10 or a number lesser than or equal to 20.

CREATING A USER-DEFINED MODULE:

Create a file and declare say,

favourite\_number=1.234

come back to the main Python file

import my\_module (user-defined module file name)

print(my\_module.favourite\_number)

output:1.234

LISTS:

fruits = ["Cherry", "Apple", "Pear"]

print(fruits[1]) #outputs apple

* indexing from the beginning starts from 0 in left to right.
* Indexing starts from -1 from the right to the left.

Fruits[1] = “banana”

Fruits. append(“grapes”) # ['Cherry', 'banana', 'Pear', 'grapes']