**rand**

*Function of generation of steady noise within the range of values from 0 to 1.*

**Syntax:**

*y* = **rand***;*

**Arguments:**

None

**Description:**

*rand* – function returns a random number to the range from 0 to 1.

**Result:**

*y* – output value, a random number within the range from 0 to 1.

**Example:**

|  |  |
| --- | --- |
|  | **var** t:**array** = 10#0; //10-element array  **for**(i=1, 10)  t[i] = **rand**; //let us fill the array with random numbers |

As a result values of the array [0.14052453 , 0.41622116 , 0.72564422 , 0.87399228 , 0.6045624 , 0.36489237 , 0.77058926 , 0.40256098 , 0.74611561 , 0.46366776] that are random values (steady noise) within the range from 0 to 1 will be assigned to variable *t*. Values of the array will be filled in random fashion on every step of the program.