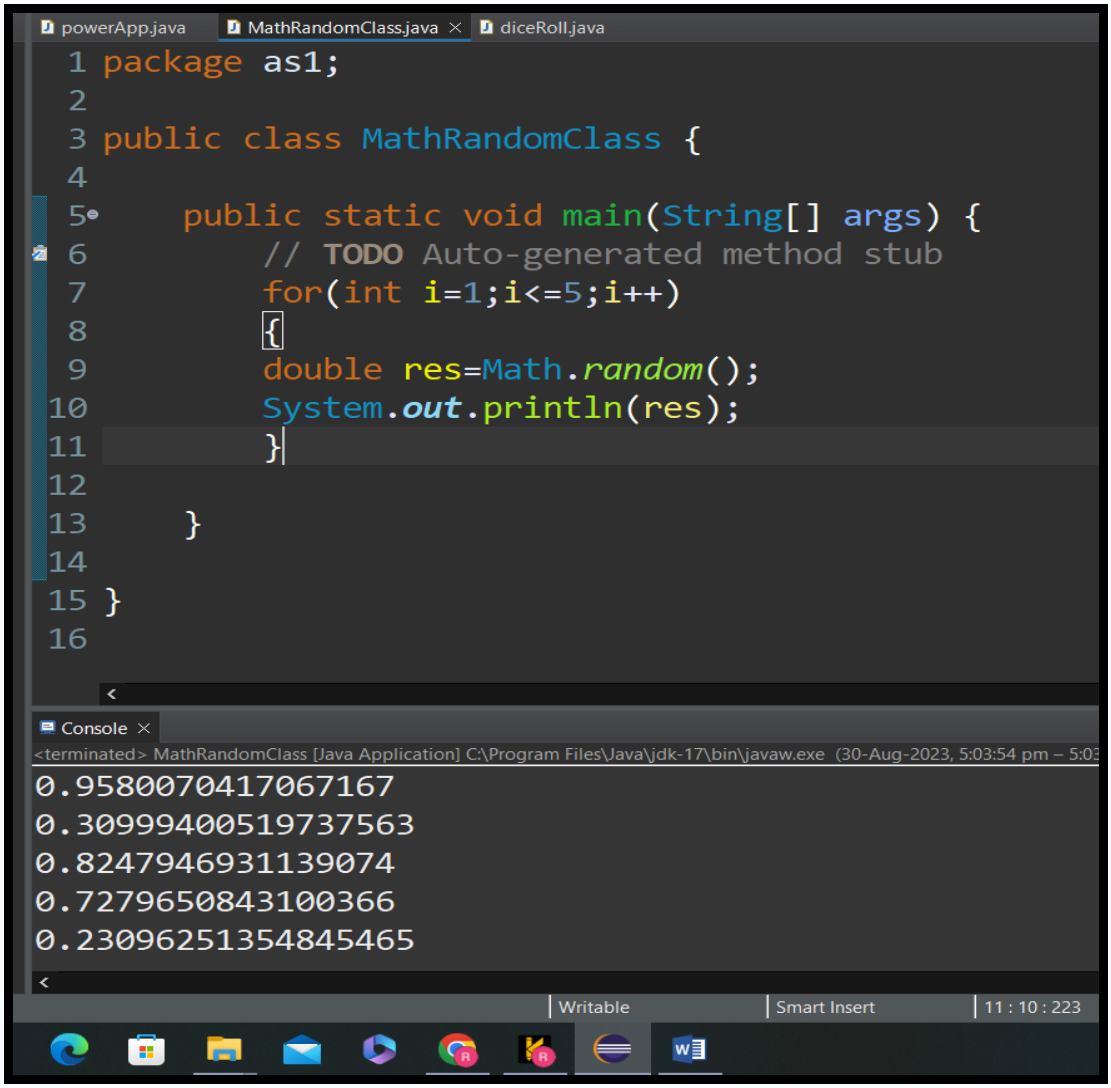
Math.random()

We frequently need to create random numbers while developing applications in Java programming. Several applications (for instance, a **dice roller** app) often need to create random numbers. This is where we use math.random.

The java.lang.Math.random() method returns a random double type number greater than or equal to 0.0 and less than 1.0. When this method is first called, it creates a single new random-number generator, exactly as if by the expression new java.util.Random.

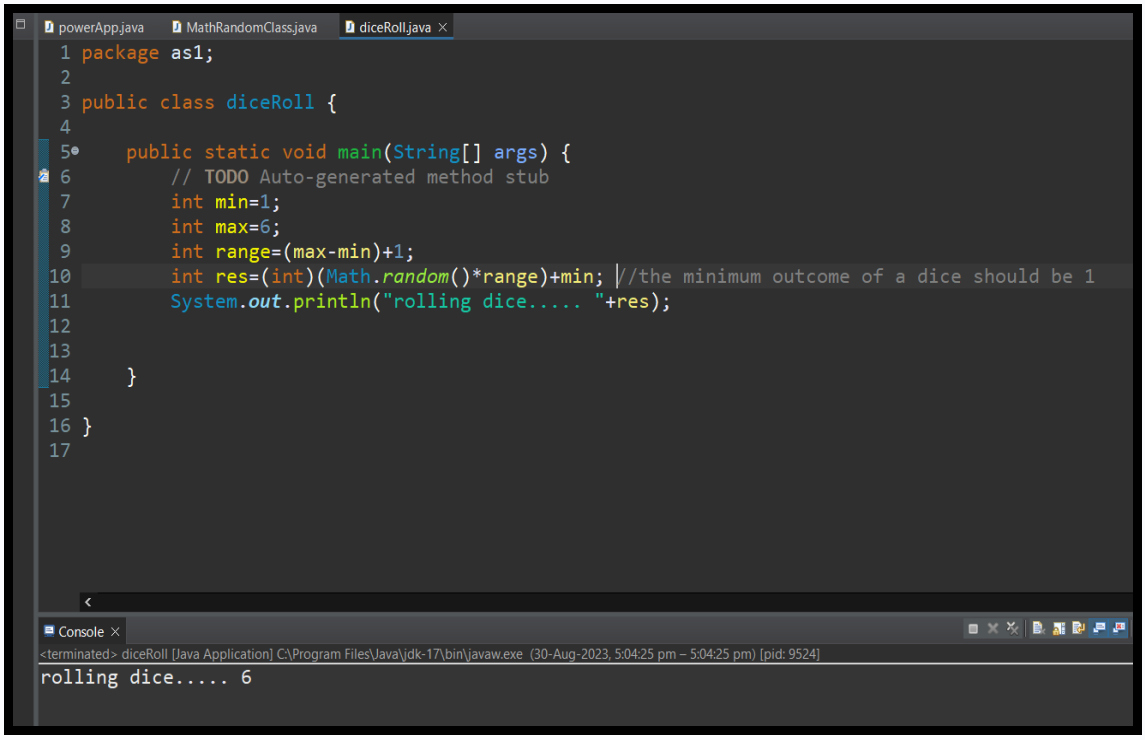
Example:



Math.random() method in Math class has been simply used in a loop to print random

Double numbers ranging between 0.0 and 1.0.

Use case: Writing a program to make a dice which would yield numbers from 1 to 6 randomly in each throw.



Putting the code block in a loop to yield random numbers (1 to 6) 6 times at once: