Worksheet Answers by Robert Myers

Worksheet Week 3, 02 - Randint!

Step 1

Look at the code below, Execute the code e.g. on the Programiz Compiler or anywhere else and execute it, then answer the questions below.

```
1 from random import randint
2 number = randint(1,5)
3 print(number)
```

Click to Copy the Code

Step 2

Execute the code **five** times and write the outputs below:

3 4 2 5 1

Step 3

Change line 2 of the code so it looks like the code below:

```
1 from random import randint
2 number = randint(5,10)
3 print(number)
```

Click to Copy the Code

Step 4

Before you execute it, can you predict all possible outputs of the program? Use your previous answers as a guide.

5 6 7 8 9 10

Step 5

Execute the code at least 10 times. Were your predictions correct? If not, what do you think went wrong?

The number that returned the most results was 9, followed by 8. Number 5 only returned once in 15 executions of the code. It will not necessarily return all numbers in the range.

Explorer Task

Create a dice roll program. The program should:

- Ask the user to press enter to roll a dice
- Generate a random number between 1 and 6 and assign this to a variable
- Display the value rolled to the user

Example

Note: Use this example to help you test your program. Given the input you see in this sample interaction, this is the output your program should produce.

The user is prompted to press enter to roll the dice	Press the enter key to roll the dice
The user presses enter	[enter]
A random value is assigned to a variable	
The random value is displayed to the user *(Note: This value will be random and might not be 3.)*	The dice rolled a 3!

Copy your code into the box below:

```
1   from random import randint
2   def welcome():
3       welcome = "Press enter to roll the dice"
4       print(welcome)
5       input()
6   def roll_the_dice():
7       roll_the_dice=randint(1,5)
```

```
8         print(f"The dice rolled a {roll_the_dice}!")
9     welcome()
10    roll_the_dice()
```