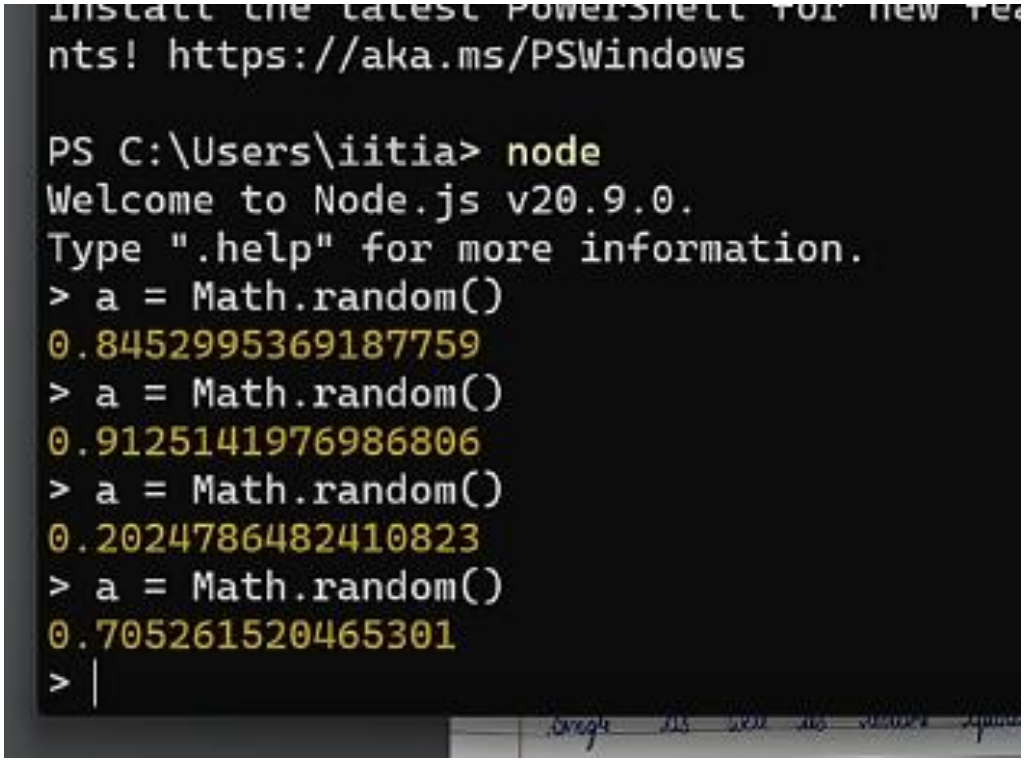
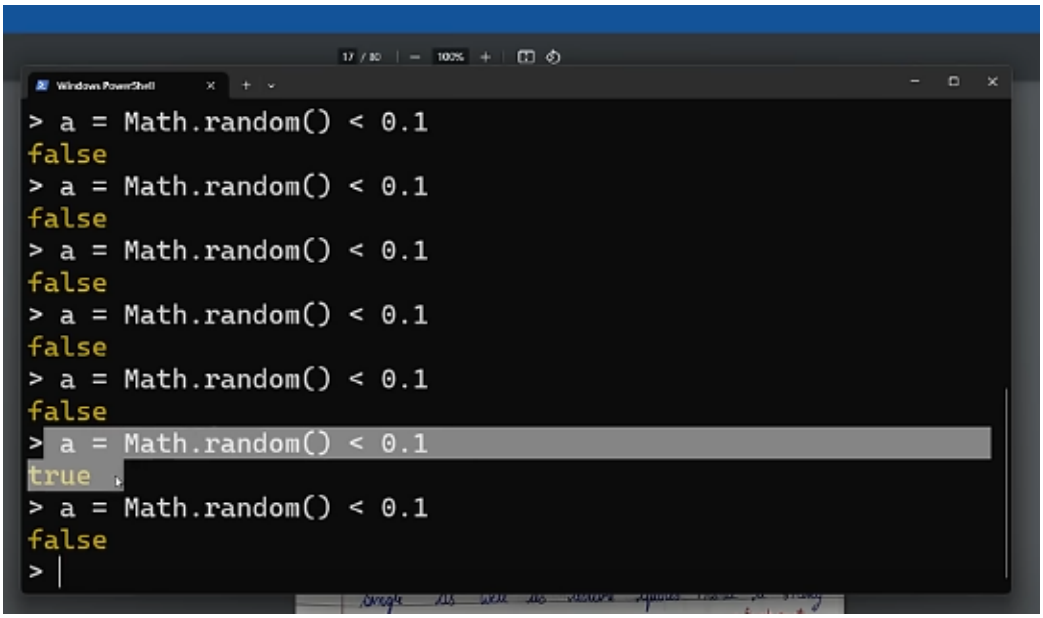


So, here we are using the node REPL to show how a random function works.

So, here you can see it generates a random value b/w 0 and 1



Now, the trick here is: In order to generate probability, you must generate a random number every time and you must compare it with 0.1 (10%). In most cases, it will be above 10% but when cases with less 10% probability comes then you must program to calculator to give faulty results.

(Very Fun way of integrating our desired probability in our calculator)

For Example: You can see that after many tries we get a random probability that is less than 10% where get result as true. And in this particular instance this is the only cases where the calculator will go faulty but it will remain correct in rest of the cases (where result is false i.e. probability is more than 10%