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Python has a built-in module that you can use to make random numbers.

The random module has a set of methods:

Method	Description
seed()	Initialize the random number generator
<u>getstate()</u>	Returns the current internal state of the random number generator
<u>setstate()</u>	Restores the internal state of the random number generator
getrandbits()	Returns a number representing the random bits



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<u>randrange()</u>	Returns a random number between the given range
<u>randint()</u>	Returns a random number between the given range
<u>choice()</u>	Returns a random element from the given sequence
<u>choices()</u>	Returns a list with a random selection from the given sequence
<u>shuffle()</u>	Takes a sequence and returns the sequence in a random order
sample()	Returns a given sample of a sequence
<u>random()</u>	Returns a random float number between 0 and 1
uniform()	Returns a random float number between two given parameters
<u>triangular()</u>	Returns a random float number between two given parameters, you can also set a mode parameter to specify the midpoint between the two other parameters



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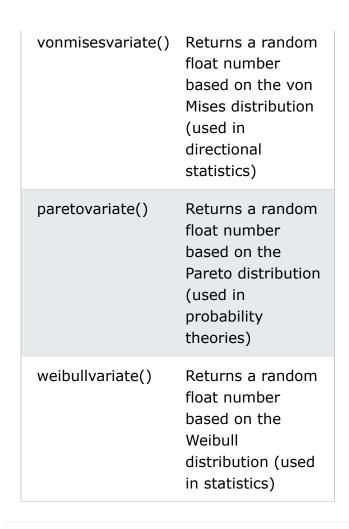


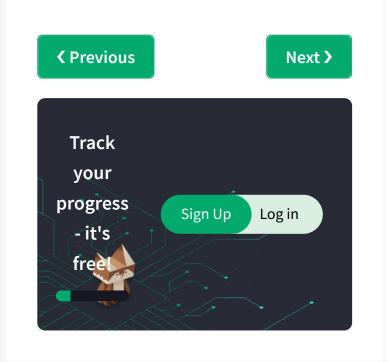




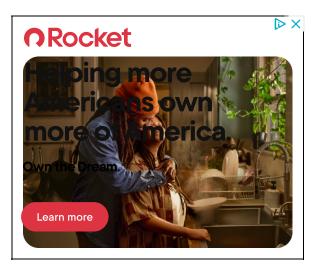


betavariate()	Returns a random float number between 0 and 1 based on the Beta distribution (used in statistics)
expovariate()	Returns a random float number based on the Exponential distribution (used in statistics)
gammavariate()	Returns a random float number based on the Gamma distribution (used in statistics)
gauss()	Returns a random float number based on the Gaussian distribution (used in probability theories)
lognormvariate()	Returns a random float number based on a log-normal distribution (used in probability theories)
normalvariate()	Returns a random float number based on the normal distribution (used in probability theories)





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