Overview

Random (VRD) is a cutting-edge Rust library that employs the Mersenne Twister algorithm for generating high-quality random numbers. It offers a robust, efficient, and flexible solution tailored for a wide range of applications, including simulations, gaming, cryptography, and statistical analysis. The library's user-friendly API and cross-platform compatibility make it an indispensable tool for developers looking to integrate random number generation into their projects seamlessly.

Why Random (VRD)?

Robust and efficientBuilt on the renowned Mersenne Twister algorithm, known for its excellent statistical properties and fast performance.Flexible and customizableGenerate random numbers of various types, including integers, floats, booleans, and more. Customize the random number generation with advanced configuration options.Easy to useThe intuitive API makes it simple to integrate Random (VRD) into your Rust projects. Generate random numbers with just a few lines of code.Cross-platform compatibilitySupports a wide range of platforms, ensuring seamless integration across different operating systems and architectures.divider

Features

Create a new random number generator and seed it with a valueGenerate random 32-bit unsigned integers within a given rangeProvide random numbers of different types, including booleans, bytes, chars, doubles, floats, integers, and unsigned integersMutate the state of the random number generatorProduce pseudo-random number sequences that are different from each otherRegulate the randomness of the generated numbers, including the seed value and the number of bits usedSelect a random element from a slice of valuesGenerate random numbers from various probabil ity distributions, including uniform, normal, exponential, and Poissondivider

Get Started with Random (VRD) Today

Ready to take your Rust application to the next level with high-quality random number generation and experience the power of the Mersenne Twister algorithm.

 Easy Integration

Integrating Random (VRD) into your Rust project is a breeze. With just a few lines of code, you can start logging messages and gaining valuable insights into your application's behaviour.

Add Random (VRD) to your

file:

```
[dependencies]
vrd = "0.0.6"Then, import the
```

struct and start generating random numbers:

```
use vrd::random::Random;
let mut rng = Random::new();
let rand_int = rng.int(1, 10);
println!("Random integer between 1 and 10{}", rand_int);divider
```

Examples

Check out the examples directory for practical demonstrations of using Random (VRD) in various scenarios.

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 Comprehensive Documentation

Dive into the comprehensive API documentation to learn more about Random (VRD)'s capabilities and how to use them effectively.

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Community Support

We welcome contributions from the community! If you'd like to contribute to Random (VRD), please read our Contributing Guidelines to get started.

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Support

If you encounter any issues or have questions, please open an issue on the GitHub repository. We'll be happy to assist you!

Start generating high-quality random numbers in your Rust projects with Random (VRD) today!

Get Started Now

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