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Reference C library: **Containers** Input/Output: Multi-threading: Other: <algorithm>

ditset> <chrono> <codecvt> <complex> <exception> <functional> <initializer_list> <iterator> dimits> <locale> <memory: <new> <numeric> <random> <ratio> <regex> <stdexcept> <string> <system error> <tuple> <typeindex> <typeinfo> <type_traits> <utility>

<valarray distributions: bernoulli_distribution binomial distribution cauchy_distribution chi_squared_distribution discrete distribution exponential_distribution extreme_value_distribution fisher f distribution gamma distribution geometric distribution lognormal distribution negative binomial distribution normal distribution piecewise constant distribution piecewise_linear_distribution poisson_distribution student_t_distribution uniform_int_distribution uniform_real_distribution weibull_distribution generators: default_random_engine discard_block_engine independent_bits_engine knuth b linear congruential engine mersenne twister engine minstd rand minstd rand0 mt19937 mt19937_64 random_device ranlux24 ranlux24_base ranlux48

uniform_int_distribution uniform_int_distribution::(constructor) member functions: uniform_int_distribution::a uniform_int_distribution::b uniform int distribution::max uniform_int_distribution::min

ranlux48_base shuffle_order_engine subtract_with_carry_engine

other: generate canonical seed_seq

std::uniform_int_distribution::operator()

```
<random>
template<class URNG>
result_type operator()(URNG& g);
template<class URNG>
```

result_type operator()(URNG& g, const param_type& parm);

Generate random number

public member function

Returns a new random number that follows the distribution's parameters associated to the object (version 1) or those specified by parm (version 2).

The generator object (g) supplies uniformly-distributed random integers through its operator() member function. The uniform_int_distribution object transforms the values obtained this way so that successive calls to this member function with the same arguments produce values that follow a uniform distribution within the appropriate range.

Parameters

g A uniform random number generator object, used as the source of randomness. URNG shall be a uniform random number generator type, such as one of the standard generator classes.

parm

An object representing the distribution's parameters, obtained by a call to member function parameters. param type is a member type.

Return value

A new random number.

result_type is a member type, defined as an alias of the first class template parameter (IntType).

Example

```
1 // uniform_int_distribution::operator()
   #include <iostream
 3 #include <chrono>
 4 #include <random>
 6
   int main()
     // construct a trivial random generator engine from a time-based seed:
     unsigned seed = std::chrono::system_clock::now().time_since_epoch().count();
std::default_random_engine generator (seed);
 9
10
11
12
     std::uniform int distribution<int> distribution(1,10);
13
14
     std::cout << "some random numbers between 1 and 10: "; for (int i=0; i<10; ++i)  
15
16
        std::cout << distribution(generator) << " ";</pre>
18
     std::cout << std::endl;</pre>
19
20
     return 0;
21 1
```

Possible output:

some random numbers between 1 and 10: 3 2 1 2 7 10 6 2 4 8

Complexity

Amortized constant (a constant number of invocations of g.operator()).

uniform_int_distribution::param Distribution parameters (public member function)

14/04/2017

uniform_int_distribution::operator()
uniform_int_distribution::param
uniform_int_distribution::reset
non-member functions:
operator<>
operator>>
relational operators



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