3.1
RANDOM MODULE

making each game unique

3.1 RANDOM MODULE

- Sometimes we need randomness in our programs

  Ex: Choosing a random number between 1 and 6 (a dice)

  Ex: Choosing a random name from a set of students

- The Random Module allows us to do this. We need to

  import it into our code to be able to use it.

FIXING BUGS *Random*

Oops!

When we need something random, we can use the random `module` _____.

A _____ `dice` _____ is a real-world example of generating random numbers.

To use the random module, we need to _____ `import` the library.

`sticker`

RANDOM.CHOICE( )

import

```
import random
numbers = [1,2,3,4,5,6]   list
print('Rolling the dice...')
print(random.choice(numbers))
```

**running
multiple times**

```
Rolling the dice...
6
Rolling the dice...
2
```

USING FUNCTIONS

```
import random

def getDiceRoll():
    numbers = [1,2,3,4,5,6]
    print('Rolling the dice...')
    return random.choice(numbers)

print(getDiceRoll())
```

if we roll many times have a function

Terminal

```
Rolling the dice...
6
```

LET'S PRACTICE

What options would be provided in the case below?

```
>>> import random
>>> print("Rolling 8-sided die...")
>>> options = _____
>>> print(random.choice(options))
```

A. 1,2,3,4,5,6

B. [1,2,3,4,5,6,7,8]

C. 1,2,3,4,5,6,7,8

⭐ Multiple Choice

LET'S PRACTICE

What's the missing piece of syntax?

```
>>> import random
>>> print("Picking a random scene")
>>> scenes = ['Beach','Forest','Jungle']
>>> print(random.choice(_____))
```

A. Forest

B. random

C. scenes

Multiple Choice

RANDOM.RANDINT( )

random number

import random
print('Rolling the dice..')
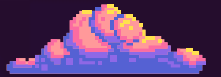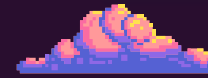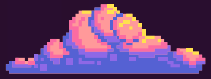print(random.randint(1,6))

inclusive

A Syntax Error oops!

Terminal

```
Rolling the dice...
6
Rolling the dice...
1
```

LET'S PRACTICE

What's the missing piece of syntax?

```
>>> import random
>>> print("Picking a random number between
1 and 100")
>>> >>> print(random._____)
```

A. randint(0,100)

B. randint(1,100)

C. randInt(1,100)

⭐ Multiple Choice

LESSON CHALLENGE

- Time to put the theory into practice.

- You need to write 3 functions

- Function 1: Return a random Number between 1 and 4

- Function 2: Return a random value from the following: Car, Motorcycle, Truck, Bicycle

- Function 3: Return a random number between 1 and 200