

Table of contents

- [1. Pseudo Random numbers](#)
- [2.](#)
- [3.](#)
- [4.](#)
- [5.](#)
- [6.](#)
- [7.](#)
- [8.](#)
- [9.](#)
- [10.](#)
- [11.](#)
- [12.](#)
- [13.](#)
- [14.](#)
- [15.](#)
- [16.](#)
- [17.](#)
- [18.](#)
- [19.](#)
- [20.](#)
- [21.](#)
- [22.](#)
- [23.](#)

In [1]: `from random import *`

1. Pseudo Random numbers

([go to top](#))

1.1. randrange()

- The randrange function is used to select a pseudo-random int from a given range. It can be used with one, two, or three parameters to specify a range exactly as with the range function

[\(go to top\)](#)

```
In [3]: randrange(1,6)
```

```
Out[3]: 3
```

```
In [4]: randrange(1,6)
```

```
Out[4]: 2
```

```
In [12]: randrange(1,6,2)
```

```
Out[12]: 5
```

1.2. random()

- The random function can be used to generate pseudo-random floating-point values. It takes no parameters and returns values uniformly distributed between 0 and 1 (including 0, but excluding 1).

[\(go to top\)](#)

1.2. ``

[\(go to top\)](#)

```
In [13]: random()
```

```
Out[13]: 0.8389999837379609
```

```
In [14]: random()
```

```
Out[14]: 0.5957219203838162
```

In [15]: random()

Out[15]: 0.8114283449681186

In []:

In []:

2. Title

([go to top](#))

3. Title

([go to top](#))

4. Title

([go to top](#))

5. Title

([go to top](#))

6. Title

([go to top](#))

7. Title

([go to top](#))

8. Title

([go to top](#))

9. Title

([go to top](#))

10. Title

([go to top](#))

11. Title

([go to top](#))

12. Title

([go to top](#))

13. Title

([go to top](#))

14. Title

([go to top](#))

15. Title

([go to top](#))

16. Title

([go to top](#))

17. Title

([go to top](#))

18. Title

([go to top](#))

19. Title

[\(go to top\)](#)

20. Title

[\(go to top\)](#)

In []:

In []: