

Unit 2 – Lesson 5: Random Numbers

Try it:

```
import random
```

```
print (random.randint(1, 5))
```

- Run this a few times - what happens?

random Module

```
import random
```

- Collection of functions for random numbers
- Not *really* random - uses a math calculation to generate the next number in the sequence

random functions

- `randint(x, y)`
 - Random integer between (and including) x and y
- `random`
 - Random float between 0.0 and less than 1.0
- `seed(x)`
 - restarts the random number sequence using x
 - The first time random is used the system clock is used as the seed

Try it:

- Write a program to behave like two dice rolling. Store the two random numbers and find the sum.

- Sample:

You rolled a 4 and a 2

Sum: 6

Used for:

- Modeling and simulation
- Colors and Graphics
- Games

Vocabulary

random	Module used to create random numbers in programs. Numbers are not really random.
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