Python Random Module

Python has a built-in module that you can use to make random numbers.

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seed(): Seed initializes the random such that if we run it anywhere else and as many times as we want if the passed integer is same we will get the same random value every time.

Example:
import random

random.seed(12)
print(random.random())

Output:
0.4745706786885481

randrange() : Returns a random number between the given range
Example:
Syntax: randrange(start,stop,end)
import random

print(random.randrange(3, 9,2))

#returns a number between 3-9 at steps of 2 (3,5,7) #9 not included because range goes upto n-1

randint()	Returns a random number between the given range

Example:
import random

print(random.randint(3, 9))

#returns a number between 3 and 9 (both included)

Output:
5

choice()	Returns a random element from the given sequence

Example:

import random

mylist = ["a", "b", "c"]
print(random.choice(mylist))

Output:

B

shuffle()	Takes a sequence and returns the sequence in a random order The shuffle() method takes a sequence, like a list, and reorganize the order of the items. Example: import random mylist = ["a", "b", "c","d"] random.shuffle(mylist) print(mylist) Output: `['c', 'a', 'd', 'b']`
sample()	Returns a given sample of a sequence

Example:

```
import random

mylist = ["a", "b", "c"]

print(random.sample(mylist, k=2))
```

Output:

```
['c', 'b']
```

random()	Returns a random float number between 0 and 1

Example:

```
import random

print(random.random())
```

Output:

```
0.1435890379698219 2
```