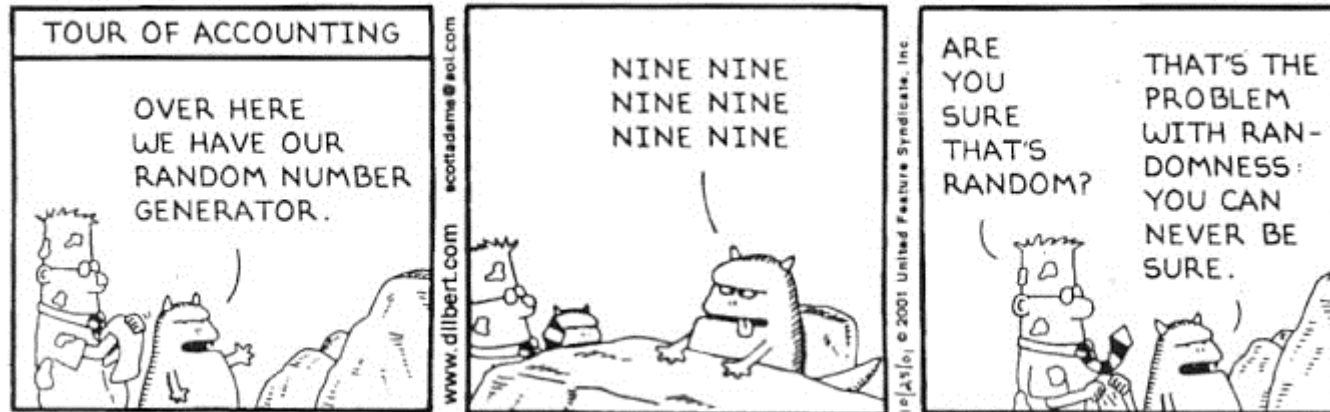


# Random

**DILBERT** By SCOTT ADAMS



Random numbers are numbers that occur in a sequence such that two conditions are met:

- the values are uniformly distributed over a defined interval or set
- it is impossible to predict future values based on past or present ones.

## **java.util.Random**

An instance of this class is used to generate a stream of pseudorandom numbers. The class uses a 48-bit seed, which is modified using a linear congruential formula. (See Donald Knuth, *The Art of Computer Programming*, Volume 2, Section 3.2.1.)

If two instances of `Random` are created with the same seed, and the same sequence of method calls is made for each, they will generate and return identical sequences of numbers. In order to guarantee this property, particular algorithms are specified for the class `Random`.