

Program 1 – Random Number Generator

Project 1 - RNG

$$S_{i+1} = (M * S_i + A) \bmod N$$

Ex1 $M = 6, A = 5, N = 11$

$S_0 = 0$

$$S_1 = (6 * 0 + 5) \bmod 11 = 5 \quad S_4 = (6 * 3 + 5) \bmod 11 = 1$$

$$S_2 = (6 * 5 + 5) \bmod 11 = 2 \quad S_{10} = (6 * 10 + 5) \bmod 11 = 0$$

$$S_3 = (6 * 2 + 5) \bmod 11 = 6 \quad S_{11} = (6 * 0 + 5) \bmod 11 = 5$$

$$S_4 = (6 * 6 + 5) \bmod 11 = 8 \quad S_{12} = (6 * 5 + 5) \bmod 11 = 2$$

$$S_5 = (6 * 8 + 5) \bmod 11 = 9 \quad S_{13} = (6 * 2 + 5) \bmod 11 = 6$$

$$S_6 = (6 * 9 + 5) \bmod 11 = 4 \quad S_{14} = (6 * 6 + 5) \bmod 11 = 8$$

$$S_7 = (6 * 4 + 5) \bmod 11 = 7 \quad S_{15} = (6 * 8 + 5) \bmod 11 = 9$$

$$S_8 = (6 * 7 + 5) \bmod 11 = 3 \quad S_{16} = (6 * 9 + 5) \bmod 11 = 4$$

$S_0 = 4$

$$S_1 = (6 * 4 + 5) \bmod 11 = 7 \quad S_6 = (6 * 8 + 5) \bmod 11 = 9$$

$$S_2 = (6 * 7 + 5) \bmod 11 = 3 \quad S_{10} = (6 * 9 + 5) \bmod 11 = 4$$

$$S_3 = (6 * 3 + 5) \bmod 11 = 1 \quad S_{14} = (6 * 4 + 5) \bmod 11 = 7$$

$$S_4 = (6 * 1 + 5) \bmod 11 = 0 \quad S_{12} = (6 * 7 + 5) \bmod 11 = 3$$

$$S_5 = (6 * 0 + 5) \bmod 11 = 5 \quad S_{13} = (6 * 3 + 5) \bmod 11 = 1$$

$$S_6 = (6 * 5 + 5) \bmod 11 = 2 \quad S_{14} = (6 * 1 + 5) \bmod 11 = 0$$

$$S_7 = (6 * 2 + 5) \bmod 11 = 6 \quad S_{15} = (6 * 0 + 5) \bmod 11 = 5$$

$$S_8 = (6 * 6 + 5) \bmod 11 = 8 \quad S_{16} = (6 * 5 + 5) \bmod 11 = 5$$

$$E2 \quad S_{i+1} = (6 \cdot S_i + 3) \bmod 7$$

$$S_0 = 1$$

$$S_1 = (6 \cdot 1 + 3) \bmod 7 = 3$$

$$S_2 = (6 \cdot 3 + 3) \bmod 7 = 3$$

$$S_3 = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_4 = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_5 = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_6 = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_7 = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_8 = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_9 = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_{10} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_{11} = 0$$

$$S_{12} = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_{13} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_{14} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_{15} = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_{16} = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_{17} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_{18} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_{19} = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_{20} = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_{21} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_{22} = 4$$

$$S_{23} = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_{24} = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_{25} = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_{26} = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_{27} = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_{28} = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_{29} = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_{30} = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_{31} = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_{32} = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_{33} = 5$$

$$S_{34} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{35} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{36} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{37} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{38} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{39} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{40} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{41} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{42} = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_{43} = (6 \cdot 5 + 3) \bmod 7 = 5$$

You'll be asked to enter a seed.

Enter a seed.0

Die Roll

3

3

6

6

3

3

6

6

3

3

6

6

3

2

5

5

2

2

5

5

2

2

5

5

2

Coin Flip

1

1

2

2

1

1

2

2

1

1

2

2

1

1

2

2

1

1

2

2

1

1

2

2

1

"""

Spyder Editor

This is a temporary script file.

"""

```
def main():
```

```
    def RNG():
```

```
        r = []
```

```
        # Below are the constants for the rng.
```

```
        N = 10000 # The norm.
```

```
        A = 4875 # The adder.
```

```
        M = 8601 # The multiplier.
```

```
        # -----
```

```
        # Get seed from clock.
```

```
        import time
```

```
        S = time.time() - time.process_time()
```

```
        # -----
```

```
        print("You'll be asked to enter a seed.")
```

```
        S = int(input('Enter a seed.'))
```

```
    for i in range(25):
```

```
        S = (M*S + A) % N
```

```
        v = S/N # Random numbers onthe interval [0, 1)
```

```
        #print('%0.4f' %r)
```

```
        #print(format(r, '.4f'))
```

```
        r.append(v)
```

```
# -----  
  
    return r  
  
def die(r):  
    import math  
    # Die roll  
    print("Die Roll")  
    for k in range(25):  
        die = math.floor(6*r[k] + 1)  
        print(die)  
  
def coin(r):  
    import math  
    # Coin Flip  
    print("Coin Flip")  
    for k in range(25):  
        coin = math.floor(2*r[k] + 1)  
        print(coin)  
  
r = RNG()  
  
die(r)  
  
coin(r)  
  
main()
```