

Program 1 – Random Number Generator

Project 1 - R.N.G

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

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

$$S_0 = 0$$
$$S_1 = (6 \cdot 0 + 5) \bmod 11 = 5 \quad S_2 = (6 \cdot 5 + 5) \bmod 11 = 1$$
$$S_3 = (6 \cdot 1 + 5) \bmod 11 = 2 \quad S_{10} = (6 \cdot 10 + 5) \bmod 11 = 0$$
$$S_4 = (6 \cdot 2 + 5) \bmod 11 = 6 \quad S_{11} = (6 \cdot 0 + 5) \bmod 11 = 5$$
$$S_5 = (6 \cdot 6 + 5) \bmod 11 = 8 \quad S_{12} = (6 \cdot 5 + 5) \bmod 11 = 2$$
$$S_6 = (6 \cdot 8 + 5) \bmod 11 = 9 \quad S_{13} = (6 \cdot 2 + 5) \bmod 11 = 6$$
$$S_7 = (6 \cdot 9 + 5) \bmod 11 = 4 \quad S_{14} = (6 \cdot 6 + 5) \bmod 11 = 8$$
$$S_8 = (6 \cdot 4 + 5) \bmod 11 = 7 \quad S_{15} = (6 \cdot 8 + 5) \bmod 11 = 9$$
$$S_9 = (6 \cdot 7 + 5) \bmod 11 = 3 \quad S_{16} = (6 \cdot 9 + 5) \bmod 11 = 4$$
$$S_{17} = 4$$
$$S_{18} = (6 \cdot 4 + 5) \bmod 11 = 7 \quad S_{19} = (6 \cdot 8 + 5) \bmod 11 = 9$$
$$S_{20} = (6 \cdot 7 + 5) \bmod 11 = 3 \quad S_{10} = (6 \cdot 9 + 5) \bmod 11 = 4$$
$$S_{21} = (6 \cdot 3 + 5) \bmod 11 = 1 \quad S_{11} = (6 \cdot 4 + 5) \bmod 11 = 7$$
$$S_{22} = (6 \cdot 1 + 5) \bmod 11 = 0 \quad S_{12} = (6 \cdot 7 + 5) \bmod 11 = 3$$
$$S_{23} = (6 \cdot 5 + 5) \bmod 11 = 5 \quad S_{13} = (6 \cdot 3 + 5) \bmod 11 = 1$$
$$S_{24} = (6 \cdot 5 + 5) \bmod 11 = 2 \quad S_{14} = (6 \cdot 1 + 5) \bmod 11 = 0$$
$$S_{25} = (6 \cdot 2 + 5) \bmod 11 = 6 \quad S_{15} = (6 \cdot 5 + 5) \bmod 11 = 5$$
$$S_{26} = (6 \cdot 6 + 5) \bmod 11 = 8 \quad S_{16} = (6 \cdot 5 + 5) \bmod 11 = 5$$

$$\text{Ex2 } S_{i+1} = (6 + S_i + 3) \bmod 7$$

$$S_0 = 0 \quad |$$

$$S_1 = (6 + 0 + 3) \bmod 7 = 3 \quad S_2 = (6 \cdot 3 + 3) \bmod 7 = 3$$

$$S_3 = (6 \cdot 3 + 3) \bmod 7 = 0 \quad S_4 = (6 \cdot 0 + 3) \bmod 7 = 0$$

$$S_5 = (6 \cdot 0 + 3) \bmod 7 = 3 \quad S_6 = (6 \cdot 3 + 3) \bmod 7 = 3$$

$$S_7 = (6 \cdot 3 + 3) \bmod 7 = 0 \quad S_8 = (6 \cdot 3 + 3) \bmod 7 = 0$$

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

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

$$S_0 = 0$$

$$S_1 = (6 \cdot 0 + 3) \bmod 7 = 3 \quad S_2 = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_3 = (6 \cdot 3 + 3) \bmod 7 = 0 \quad S_4 = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_5 = (6 \cdot 0 + 3) \bmod 7 = 3 \quad S_6 = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_7 = (6 \cdot 3 + 3) \bmod 7 = 0 \quad S_8 = (6 \cdot 0 + 3) \bmod 7 = 3$$

$$S_9 = (6 \cdot 0 + 3) \bmod 7 = 3 \quad S_{10} = (6 \cdot 3 + 3) \bmod 7 = 0$$

$$S_0 = 4$$

$$S_1 = (6 \cdot 4 + 3) \bmod 7 = 6 \quad S_2 = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_3 = (6 \cdot 6 + 3) \bmod 7 = 4 \quad S_4 = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_5 = (6 \cdot 4 + 3) \bmod 7 = 6 \quad S_6 = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_7 = (6 \cdot 6 + 3) \bmod 7 = 6 \quad S_8 = (6 \cdot 4 + 3) \bmod 7 = 6$$

$$S_9 = (6 \cdot 4 + 3) \bmod 7 = 6 \quad S_{10} = (6 \cdot 6 + 3) \bmod 7 = 4$$

$$S_0 = 5$$

$$S_1 = (6 \cdot 5 + 3) \bmod 7 = 5 \quad S_2 = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_3 = (6 \cdot 5 + 3) \bmod 7 = 5 \quad S_4 = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_5 = (6 \cdot 5 + 3) \bmod 7 = 5 \quad S_6 = (6 \cdot 5 + 3) \bmod 7 = 5$$

$$S_7 = (6 \cdot 5 + 3) \bmod 7 = 5 \quad S_8 = (6 \cdot 5 + 3) \bmod 7 = 5$$

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('%.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()
```