

In numpy, if we want to generate random numbers, we can use:

```
random.randint(1,7, size = integer )
```

Size = integer means how many times I want to generate.

And every time, when I want to run my app, the random value is updated. But If I use **random.seed(integer)**: even if i update the app the value will be saved to seed integer. So even if I send it to my friend, he can use it.

But rand.int can give different results, if i use different algorithms. (for example one time in for loop and one time just numpy.)

Syntax

