

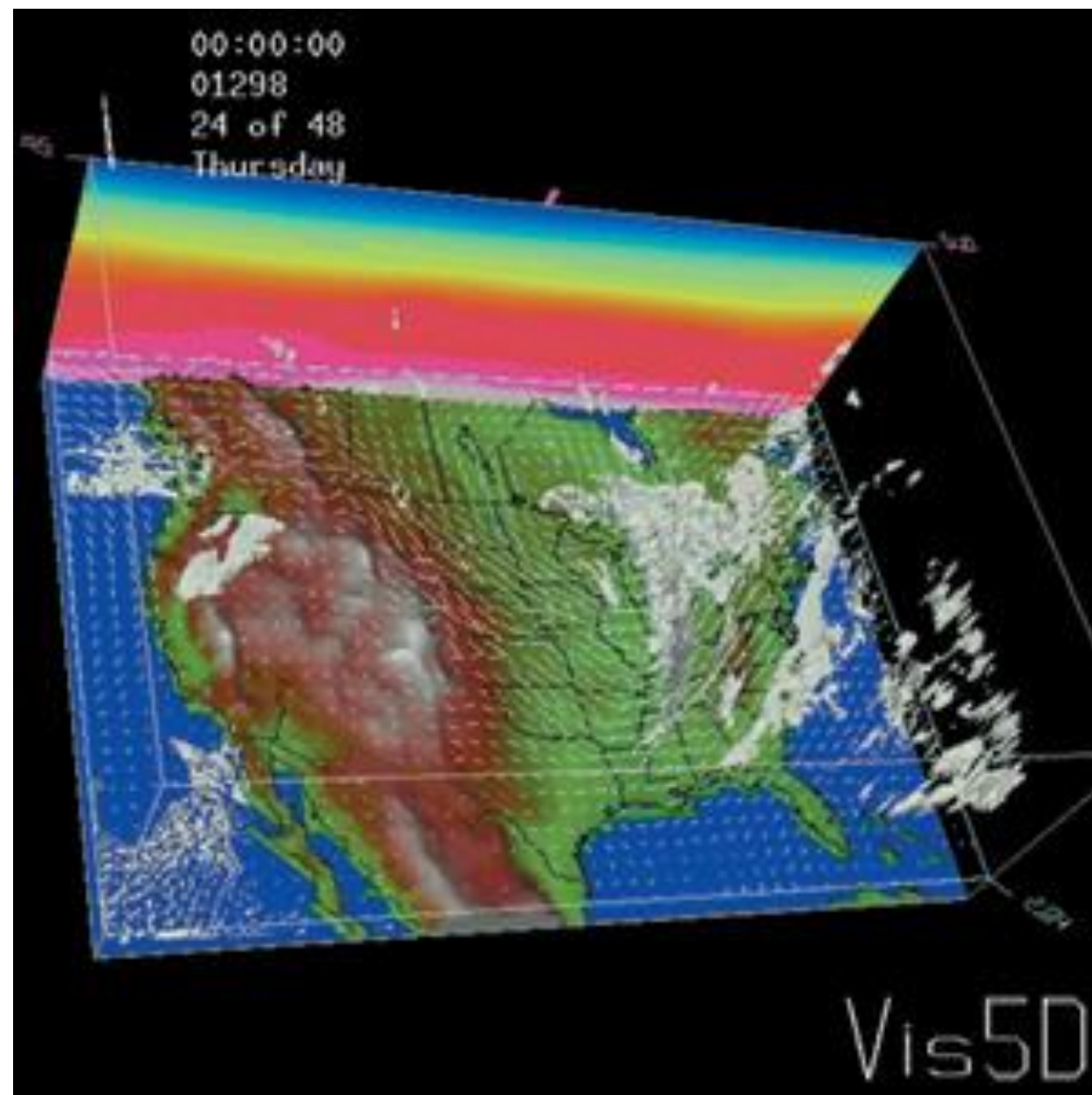
Java for Beginners

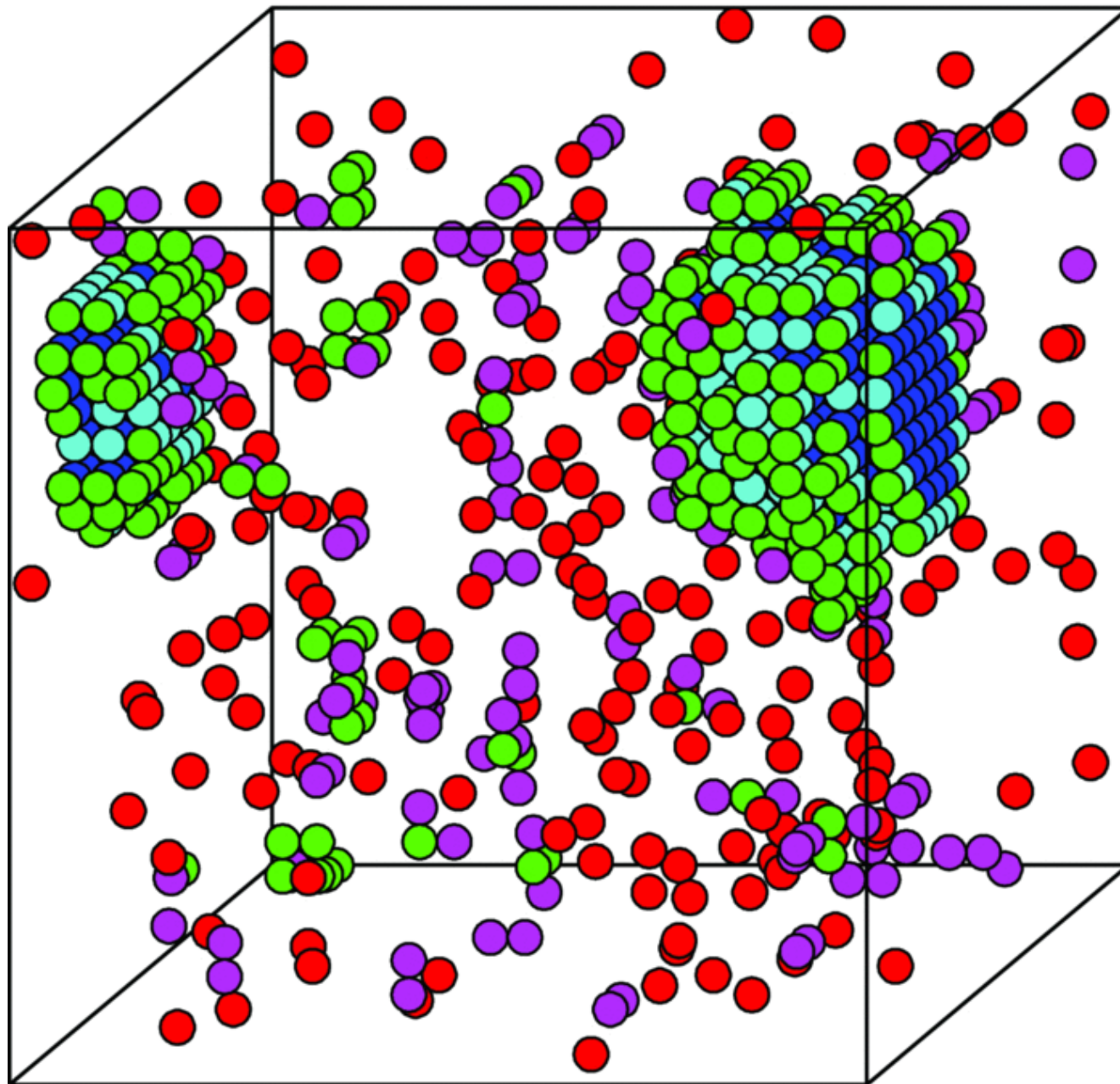
RANDOM NUMBERS

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Math.random()
[0, 1)

Math.random()*6
[0, 6)

(int)(Math.random()*6)
{0, 1, 2, 3, 4, 5}

(int)(Math.random()*6)+1
{1, 2, 3, 4, 5, 6}

(int)(Math.random()*6)*2+1
{1, 3, 5, 7, 9, 11}

Math.random()*span

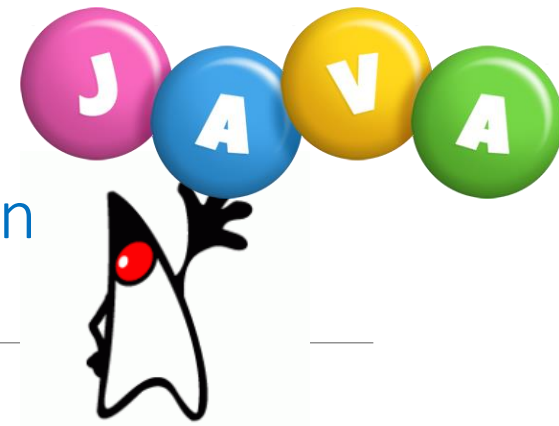
(int)(Math.random()*count)

(int)(Math.random()*count)+base

(int)(Math.random()*count)*step+base

Random Numbers

`Math.random()` generate a arbitrary double number between 0 and 1 (not including)



- **`Math.random()`**: generate a double value x in region $0 \leq x < 1$
- **`Math.random()*span`**: generate a double value x in region $0 \leq x < span$
- **`Math.random()*span + baseline`**: generate a double value x in region $baseline \leq x < baseline + span$
- **`(int) (Math.random())`**: generate a int value i in region $0 \leq i < 1$
- **`(int) (Math.random()*count)`**: generate a int value i in region $0 \leq i < count$
- **`(int) (Math.random()*count) + baseline`**: generate a int value i in region $baseline \leq i < baseline + count$
- **`(int) (Math.random()*count) *step + baseline`**: generate a int value i in region $baseline \leq i < baseline + count * step$, each two elements separated by step