 

**Advanced Placement Computer Science**

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**Unit 2: Math Ops Sys Design**

Lesson: Math.random()**FILLED OUT**

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Math.random() is a static method that generates a pseudo random double number between 0 and 1(0 -> .99999)

You can manipulate the results of Math.random by multiplying and casting to integers.

For example.

To get a number from 1-10 use…….

int num = (int)(Math.random()\*10)+1;

Try getting an index that will range for an ArrayList of Movies called movieList

int index = (int)(Math.random()\*movieList.size());

Try getting a six sided die

int die6 = (int)(Math.random()\*6)+1;

Try getting a twenty sided die

int die20 = (int)(Math.random()\*20)+1;

Assuming a thief can pick a lock with between 20 – 50 % proficiency, try generating an integer from 20-50

int pickSucces = (int)(Math.random()\*31)+20;

Assuming a weapon does 10-60 hit points of damage, try generating the damage

int damage = (int)(Math.random()\*51)+10;