CS 105: Introduction to Computer Programming (using JavaScript)

Using The `random(min, max)` Function

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The `random(min, max)` Function

- This JavaScript / Processing function generates uniformly distributed random numbers.
- Each time the `random(min, max)` function is called, it returns a random value within the specified range.
- If one parameter is passed to the function it will return a float between zero and the value of the high parameter.
- If two parameters are passed, it will return a float with a value between the parameters.
- For example: `random(-5, 10.2)` returns a value between -5 and 10.2.

Simulating a Die (1d6) (1 of 2)

```
<script>
  var WHITE;
  var frameNumber = 101;
  var count1 = 0;
  var count2 = 0;
  var count3 = 0;
  var count4 = 0;
  var count5 = 0;
  var count6 = 0;

  function setup()
  {
    createCanvas(800, 400);
    WHITE = color(255, 255, 255);
    textSize(25);
  }
```

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Simulating a Die (1d6) (2 of 2)

```
function draw()
{
    frameNumber++;
    if (frameNumber < 60) return;
    frameNumber = 0;
    background(WHITE);
    var myRandomNumber = random(1,7);
    text(myRandomNumber,50,50);
    fill(120, 81, 169);
    var myRandomInteger  = floor(myRandomNumber);

    if (myRandomInteger === 1) count1++;
    else if (myRandomInteger === 2) count2++;
    else if (myRandomInteger === 3) count3++;
    else if (myRandomInteger === 4) count4++;
    else if (myRandomInteger === 5) count5++;
    else if (myRandomInteger === 6) count6++;

    text(count1 + ", " + count2 + ", " + count3 + ",  " +
       count4 + ", " + count5 + ", " + count6 ,50,120);
}
```

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