

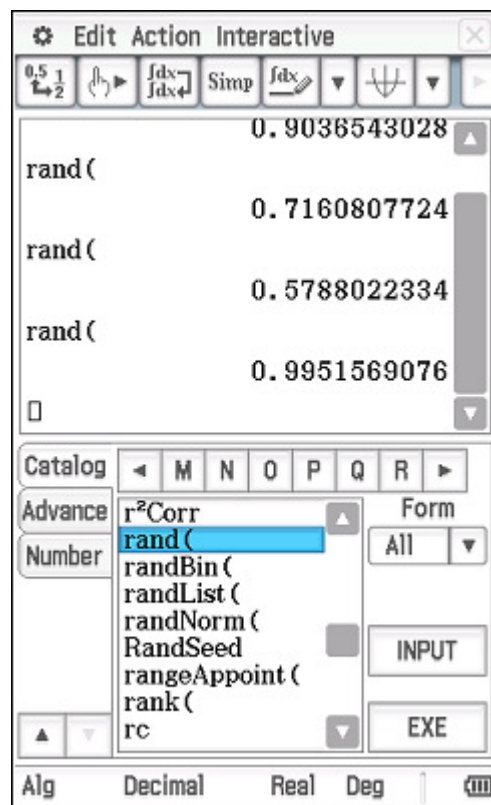
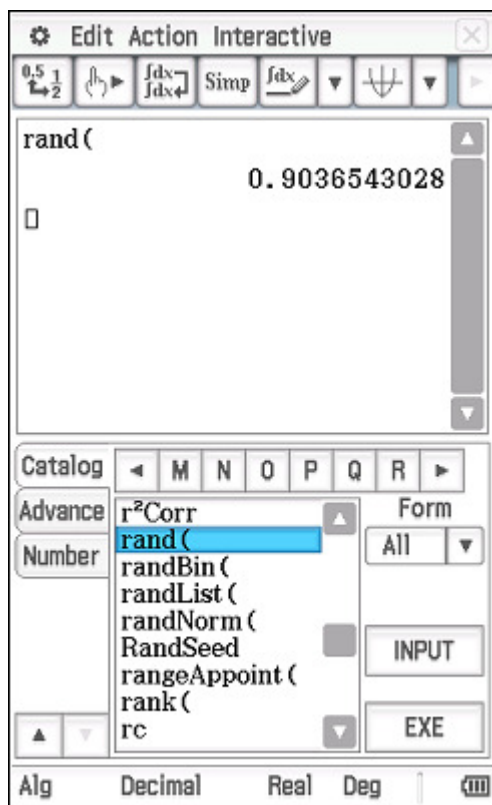
Pseudo random numbers can be generated with Classpad in several forms.

Start in Main, select Decimal mode, navigate to the **catalog** and then to the functions starting with R.

Highlight **rand()**, tap **INPUT** and tap **EXE**.

A random number between 0 and 1 is generated.

Tap **EXE** again to generate a few more random numbers.

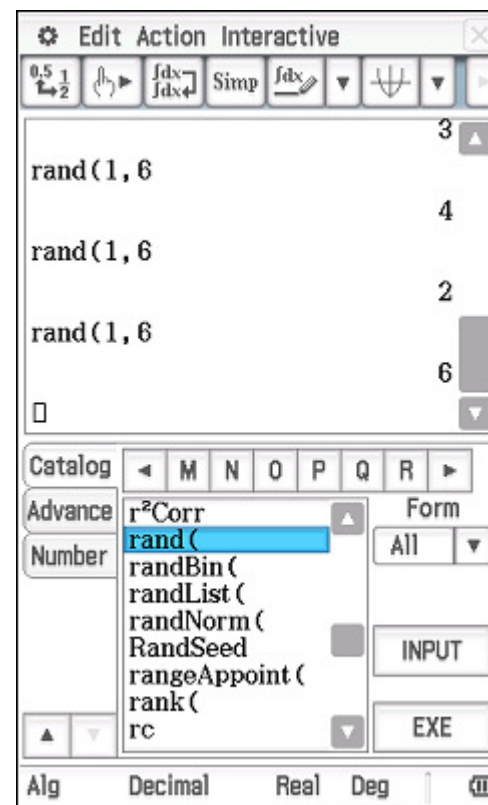


Enter the **rand()** function again only this time add 1,6 after the opening bracket.

Tap **EXE** a few times.

This time random integers between 1 and 6 (inclusive) are generated.

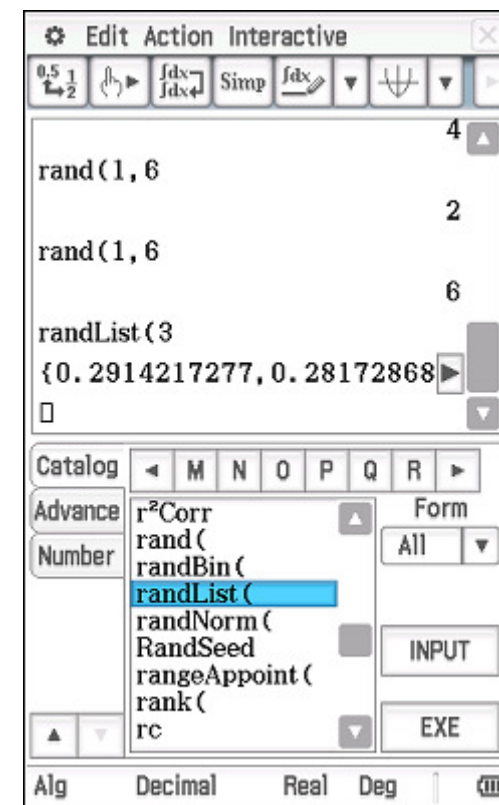
This could simulate throwing a dice...



A couple of items lower in the catalogue is **randList()**.

This is similar to **rand()** except that a list of random numbers is generated.

The first number after the opening bracket specifies how many.



randList(10,1,6 will generate 10 random numbers between 1 and 6 inclusive.

Some statistical analysis of the numbers generated can be made using the **Action, List, Statistics** tools, such as the mode shown here.

The numbers generated can be sent to a list in the Statistics app using \rightarrow from the Main1 keyboard.

Use the abc tab to enter list1.

Open the Statistics app to use the familiar tools here.

