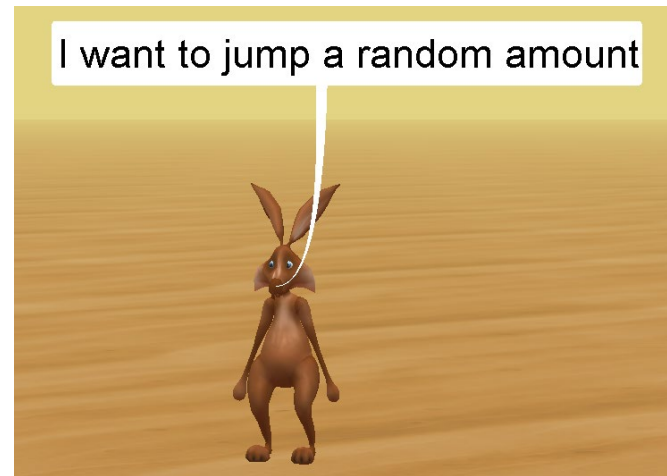


CompSci 94

Random Numbers

September 24, 2024

Prof. Susan Rodger



Announcements

- Assignment 3 out today –Oct 8 due
 - Can do some as practice for exam! Not required
- NO QZ for Thursday
 - QZ09 due Tuesday Oct 1– 10:05am
- *Don't get behind*, be sure to check your grades on Canvas for Classwork
- Exam 1 is Thursday!
 - Exam does not cover the topic today, random numbers!

Exam 1 Sept 26

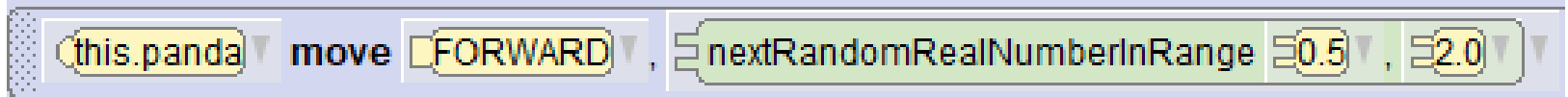
- On 9/26 calendar page for Exam 1
 - Covers topics through 9/19!
 - Exam 1 study guide with sample problems
 - Old tests, practice exam
 - Exam 1 reference sheet
- Practice writing code on paper!!!!
- Should have heard from me if you sent me an SDAO letter

Q1 Constant Variable

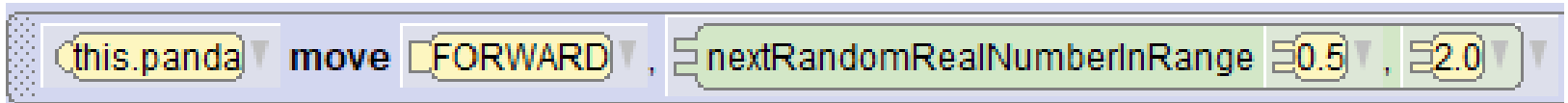
- What is a constant variable?
- How do you create a constant variable in Alice?
- How do you use a constant variable?

Q2 Random Numbers

- What is a random number?
- In Alice, how does one get the random number in this instruction?

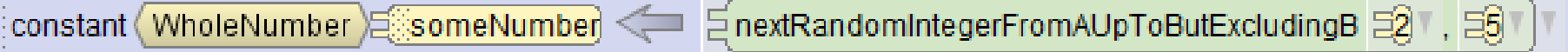


- Give examples of numbers in this range?



Q3 Random Integers

- How many different integers are a possibility with this statement?

A screenshot of a Scratch code block. The block is a 'constant' block with a yellow background. It contains the text 'WholeNumber' followed by an equals sign and a variable 'someNumber'. To the right of 'someNumber' is a grey arrow pointing left. To the right of the arrow is a green 'nextIntRandomIntegerFromAUpToButExcludingB' block. This block has two dropdown menus: the first is set to '2' and the second is set to '5'.

```
constant WholeNumber = someNumber ← nextRandomIntegerFromAUpToButExcludingB 2, 5
```

Q4 Code with Random

- After this code runs, is the Panda in the same place it started in?



```
do in order
  this.panda move FORWARD , nextRandomRealNumberInRange 2.0 , 5.0
  this.panda move BACKWARD , nextRandomRealNumberInRange 2.0 , 5.0
```

Class Today

- Working with random numbers

