

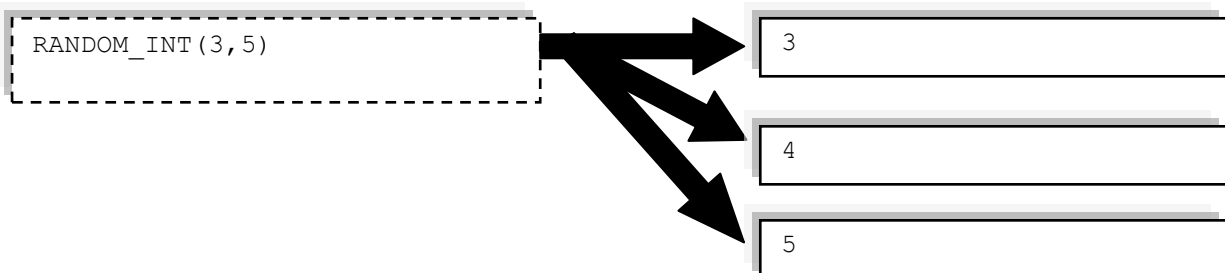
Most computer languages have the ability to generate random numbers. This is important within computer games, computer models and artificial intelligence.

The syntax for random numbers is:

RANDOM_INT(fromInteger, toInteger)

Some languages will only find a real number between 0 and 1, in which case the real number will need to be multiplied and then converted to an integer.

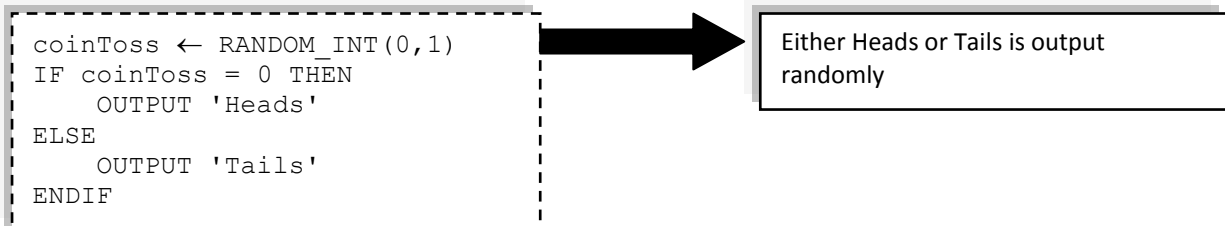
The following example shows how the code will randomly produce any of the values of 3, 4 or 5.



Rolling a dice in a game



Tossing a coin in a game



Deciding which direction to go for a robot

