# Random Number Generator 

Step 1 - Start a new Flash Movie
Step 2 - Draw a dynamic text box... instance name txtRandom


Step 3 - Insert $\rightarrow$ New Symbol... cmdRandom (Button)... click OK

| Create New Symbol |  |
| :---: | :---: |
| Name: | cmdRandom |
| Iype: | OMovie clip |
| OButton | OK |
| OGraphic | Cancel |

Step 4 - Create yourself a button... (next page!).... Once you are done click back into Scene 1


Step 5 - Once back in Scene 1... drop the button onto your canvas next to your text box. Give it the instance name NewRandomNum:


Step 6 - Make Sure the NewRandomNum is selected and click Actions
Step 7 - Add the "on Release" code by clicking the plus button (as shown on the next page!.... make sure you double-click release as well!)


Step 8 - Type in the code below!


Step 9 - Save and test... what do you think? Click the button for a while... what is happening? Now do the questions on the next page!

## Questions:

1. Take away the Math.floor( ) so that the code reads:
```
1 on (release) {
2 var random_number
    random_number = Math.random() *10
    txtRandom.text = random_number
}
```

What happens? Knowing this, explain what the Math.floor( ) does!
2. At the moment, this code only generates a random number between 1 and $10 \ldots$. How could I generate a random number between 1 and 100 ?
3. What about a random number between 1 and 1000 ?
4. Does the Math.random( ) work if I use a lowercase ' $m$ ' - ie. math.random( ) ??? .... Try it!
5. Do you think random numbers would be good to use when you are making games? Can you think of some examples when you would use them in a game?

## Extension:

1. See if you can create a piece of software where I can click a button that displays a sum on the screen and gives me the answer (like in this diagram below)...

2. Where could I sell a piece of software like this? Would any age group be interested? Who?
