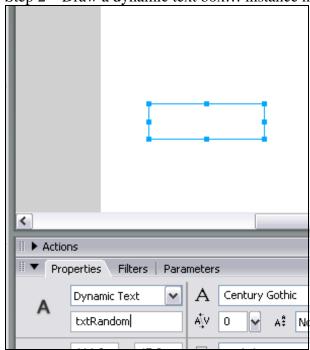
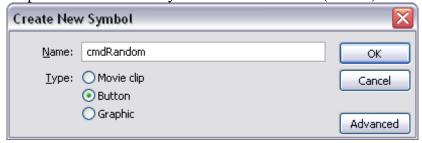
## Random Number Generator

## Step 1 – Start a new Flash Movie

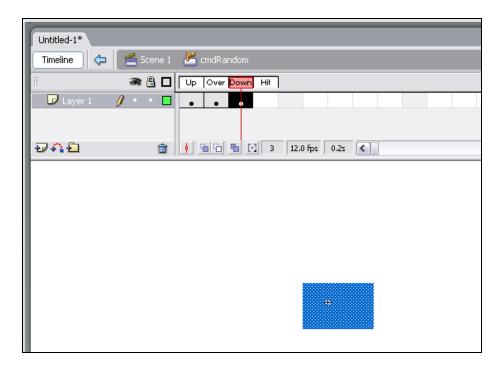
Step 2 – Draw a dynamic text box... instance name **txtRandom** 



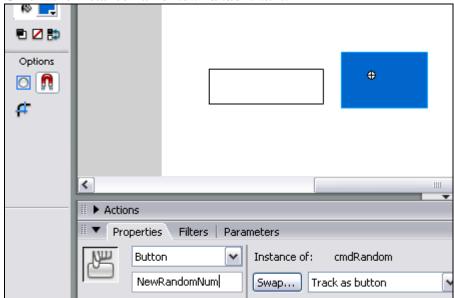
Step 3 – Insert → New Symbol... cmdRandom (Button)... click OK



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

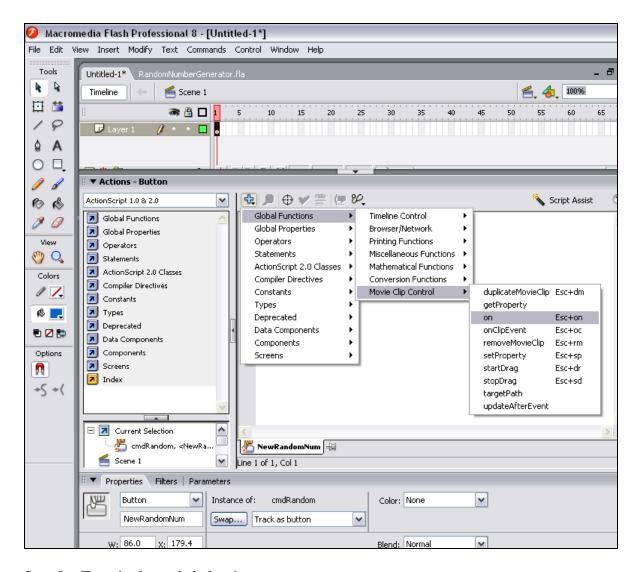


Step 5 – Once back in Scene 1... drop the button onto your canvas next to your text box. Give it the instance name *NewRandomNum*:



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!

```
1 on (release) {
2    var random_number
3    random_number = Math.floor(Math.random()*10)
4    txtRandom.text = random_number
5 }
6
```

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:

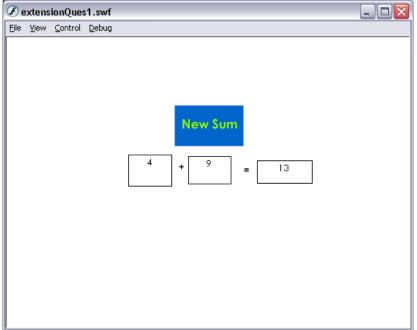
```
1 on (release) {
2    var random_number
3    random_number = Math.random() *10
4    txtRandom.text = random_number
5 }
```

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.... 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?