

The Random Module

There are two issues for working with random numbers in Python:

- a) How to get at the random module
- b) What to get from the random module

There are two ways to get at the random module (or any other Python module):

At the top of your program you can either say

```
import random
```

or else

```
from random import *
```

import random

says that you will use things from the random module; you must refer to them with the prefix **random.**

For example, the module has a function `randint(a, b)` that gives a random integer between `a` and `b`. To use it you will say
`random.randint(a, b)`

from random import *

says you will use things from the random module without the random. prefix. This means you must be careful to not reuse any names from this module in your code. What are those names? You can look them up, but if you aren't sure maybe you should use the

```
import random
```

syntax instead.

What is in the random module?

- **randint(a, b)** This returns a random integer between a and b, including either a or b.
- **random()** This returns a random float between 0.0 and 1.0
- **uniform(a, b)** This returns a random float between a and b
- **seed(x)** This lets you set the starting point for the random sequence. If you set it at the start of your program, the random values will always be the same, which is very helpful for debugging. If you don't call seed() the starting point for the random sequence is set from the system clock.