

RandomNumber

COLLABORATORS

	<i>TITLE :</i> RandomNumber		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

RandomNumber

1.1 RandomNumber

Prozeduren

GetSeed
Random

PutSeed

RND

1.2 TMP:Modula-2/RandomNumber.def

```
DEFINITION MODULE RandomNumber; (* jr/2jul87 *)
(*$ LargeVars:=FALSE NameChk:=FALSE *)

PROCEDURE Random(): REAL;
(*
  This function returns real pseudo-random numbers in
  the range [0,1). It is guaranteed that the period of
  the sequence is greater than 2^23.
*)

PROCEDURE RND(n: LONGINT): LONGINT;
(*
  This function returns integer pseudo-random numbers in
  the range [0,n). It's function can be thought as
  rolling a dice with n sides. So you can implement a
  'true' dice with a function like: eyes:=RND(6)+1
*)

PROCEDURE GetSeed(VAR s:LONGINT);

PROCEDURE PutSeed(s:LONGINT);

END RandomNumber.
```