

# Random Numbers in Python

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# Program to illustrate random number generation

# importing the random module
import random

# random number ranges
rnumber1 = random.randint(1,10)
print("A random number between 1 and 10 is",rnumber1)
rnumber2 = random.randint(1,1000000)
print("A random number between 1 and a million is",rnumber2)

# coin flips
print("\nLet's flip a coin")
coin=random.randint(1,2)

if coin ==1:
    print("*** You flipped heads ***")
else:
    print("*** You flipped tails ***")

# dice rolls
print("\nNow let's roll some standard 6 sided dice")

dice1=random.randint(1,6)
dice2=random.randint(1,6)

print("You rolled a",dice1,"and a",dice2, ".")

# Deal a playing card
print("\n...and finally deal a playing card.")
suit1=random.randint(1,4)
face1=random.randint(1,13)

# Face value

if face1==1:
    print("Ace", end=" ")
if face1>=2 and face1<=10:
    print(face1, end=" ",)
if face1==11:
    print("Jack", end=" ")
if face1==12:
    print("Queen", end=" ")
if face1==13:
    print("King", end=" ")

# Now Determine suit
if suit1==1:
    print("of Spades")

if suit1==2:
    print("of Clubs")
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if suit1==3:  
    print("of Diamonds")  
  
if suit1==4:  
    print("of Hearts")
```

## Programs of the Day

- 1. Simulate the rolling of two dice. If the sum is equal to 7 or 11 the player wins. Otherwise the player loses. Output the results of the roll and whether the player wins or loses.**
- 2. Generate three integer random numbers with range 1 to 100. Output the average, high, and low of these three values.**
- 3. Simulate the rolling of three dice. If the player rolls doubles ( two of the same number) or triples then the player wins. Otherwise the player loses.**
- 4. Simulate the flipping of 6 coins. The player wins if at least 3 coins in a row come up heads. Otherwise the player loses.**
- 5. Simulate the game of Roulette. Have the user choose a number between 0 – 36. Randomly generate a number between 0 and 36 when the user “spins”. If the user chooses the same number then they win. Else, the player loses.**