

RNT

```

MATH NUM CPX PRB
1:rand
2:nPr
3:nCr
4:!
5:randInt(
6:randNorm(
7:randBin(

```

Under **MATH** , **PRB** you will find **5:randInt(**.

This is a very useful program when needing to generate random numbers.

```

randInt(0,1)
1
1
0
randInt(1,6)
4
3

```

randInt(0 , 1) randomly chooses a 0 or a 1. This is great to simulate a coin toss. (Let 0s be heads and 1s be tails.)

randInt(1 , 6) randomly chooses an integer from 1 to 6. This is a great way to simulate the roll of a die.

```

randInt(1,6,2)
(5 1)
(3 6)
(2 5)
(6 2)
(3 1)
(6 1)

```

randInt(1 , 6 , 2) simulates rolling *two* dice.

```

randInt(0,9,5)
(0 5 8 9 2)
(2 1 0 7 0)
(4 3 9 0 8)
(6 2 9 7 3)
(2 9 9 0 1)
(6 9 6 3 0)

```

randInt(0 , 9 , 5) will produce five random integers from 0 through 9.