### **AP Stats**

## TI Tips

#### Chapter 10

# RNT

MATH NUM CPX 📑 1:rand 2:nPr 3:nCr 4:!	E
<b>g⊞</b> randInt( 6:randNorm( 7:randBin(	

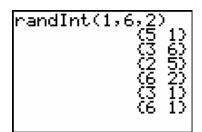
#### Under MATH, PRB you will find 5:randInt(.

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

randInt(0,1)	1
randInt(1,6)	Ī
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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) simulates rolling two dice.

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