

Random

Random : Object

Creating and Freeing Instances

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|----------------|--------------------------------------|
| + alloc | Allocates and returns a new instance |
| - free | Frees an instance |

Initializing a New Instance

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| - init | Initializes a new instance with seeds from system time |
| - initSeeds:(int)s1 :(int)s2 :(int)s3 | Initializes a new instance with given seeds |

Seed Operations

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|---|---------------------------------------|
| - newSeeds | Gets new seeds from system time |
| - setSeeds:(int)s1 :(int)s2 :(int)s3 | Sets seeds to those given |
| - getSeeds:(int *)s1 :(int *)s2 :(int *)s3 | Stuffs seeds into int variables given |

Getting Random Numbers

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| - (int) rand | Returns an int from 0 to 32767 |
| - (int) randMax :(int) <i>max</i> | Returns an int from 0 to <i>max</i> |
| - (int) randMin :(int) <i>min</i> max :(int) <i>max</i> | Returns an int from <i>min</i> to <i>max</i> |
| - (float) percent | Returns a float from 0.0 to 1.0 |

Rolling Dice

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| - (int) rollDie :(int) <i>numSides</i> | Returns an int from 1 to <i>numSides</i> |
| - (int) roll :(int) <i>numRolls</i> die :(int) <i>numSides</i> | Returns an int from <i>numRolls</i> to <i>numRolls</i> * <i>numSides</i> |
| - (int) rollBest :(int) <i>numWanted</i>
of :(int) <i>numRolls</i>
die :(int) <i>numSides</i> | Returns the best <i>numWanted</i> of <i>numRolls</i> rolls |

Archiving

- **read:**(NXTypedStream *)*stream*
- **write:**(NXTypedStream *)*stream*

Reads a Random from *stream*

Writes a Random to *stream*