

Random

Random : Object

Creating and Freeing Instances

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

Getting The Class Version

- + **version** Returns the version of the class

Initializing a New Instance

- **initEngineClass:***aClass* Initializes a new instance with engine of a given class
- **initEngineInstance:***anObject* Initializes a new instance with a given engine

Getting Random Numbers

- (BOOL)**bool** Returns either YES or NO
- (double)**percent** Returns a double from 0.0 to 1.0
- (int)**rand** Returns an int from 0 to 32767
- (double)**randFunc:**(ddfnc)*func* Returns an int from 0 to *max*
- (int)**randMax:**(int)*max* Returns an int from 0 to *max*
- (int)**randMin:**(int)*min* **max:**(int)*max* Returns an int from *min* to *max*

Archiving

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

Reads a Random from *stream*
Writes a Random to *stream*