

Random

Random : Object

Creating and Freeing Instances

- + **alloc**
- **free**

Allocates and returns a new instance
Frees an instance

Getting The Class Version

- + **version**

Returns the version of the class

Initializing a New Instance

- **initEngineClass:***aClass*
- **initEngineInstance:***anObject*

Initializes a new instance with engine of a given class
Initializes a new instance with a given engine

Getting Random Numbers

- (BOOL)**bool**
- (double)**percent**
- (int)**rand**
- (double)**randFunc:**(ddfunc)*func*
- (int)**randMax:**(int)*max*
- (int)**randMin:**(int)*min* **max:**(int)*max*

Returns either YES or NO
Returns a double from 0.0 to 1.0
Returns an int from 0 to 32767
Returns an int from 0 to *max*
Returns an int from 0 to *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*