

Version 2.0: Written by Gregor N. Purdy.  
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# RandomEngine

INHERITS FROM Object

## CLASS DESCRIPTION

The RandomEngine class is an abstract superclass for the types of classes usable by the Random class. An instance of a RandomEngine subclass is a source of pseudorandom bits usable by the Random class.

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## METHOD TYPES

Creating and freeing instances

- + alloc
- free

Generation of random bits - **makeRandom:**

- + unit

Archiving

- read:
- write:

## CLASS METHODS

### **alloc**

- + **alloc**

Returns a new uninitialized instance.

### **unit**

- + (int)**unit**

Returns the number of bytes each invocation of **makeRandom:** will produce.

## INSTANCE METHODS

### **free**

- **free**

Frees the memory occupied by the RandomEngine instance and returns **nil**.

### **makeRandom:**

- **makeRandom:**(uchar \*)*storage*

It is the subclass' responsibility to implement this method. The subclass should store the number of bytes returned by the **unit** method into the buffer pointed to by *storage*.

**read:**

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

Unarchives a RandomEngine from *stream*.

See also: - **write:**

**write:**

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

Archives a RandomEngine to *stream*.

See also: - **read:**