

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.

This class is part of Version 2.0 of Random, distributed 1992 May 29.

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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:**