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# Random

* Random Number Generation
  + Produce a number within some bounds following some statistical rules.
  + A true random number is a number that is **nondeterministically** selected from a set of numbers wherein each possible selection has an equal probability of occurrence.
  + Usually in computer science we contend with **pseudo-random** numbers. These are not truly nondeterministic, but an approximation of random selection based on some algorithm.
  + Since pseudo-random selections are “determined” by an algorithm, or set of rules, they are technically **deterministic**.
* Random Class in C#
  + Instantiate a random number generator and use to select numbers:
  + Random rand = new Random();  
    Random randB = new Random(seed\_int);
  + Notice that we can create a generator with or without an argument. The argument is called a **seed** for the generator.
  + A seed tells the generator where to start its sequence. Using the same seed will always reproduce the same sequence of numbers.
  + The default constructor still has a seed value, but it is a hidden value pulled from the clock time during instantiation.
  + Time-based seeds only reset approximately every 15 milliseconds.
  + The random class is not “random enough” for cryptography.
  + For cryptographic randomness, use the [RNGCryptoServiceProvider](https://docs.microsoft.com/en-us/dotnet/api/system.security.cryptography.rngcryptoserviceprovider?view=net-5.0) class or [System.Security.Cryptography.RandomNumberGenerator](https://docs.microsoft.com/en-us/dotnet/api/system.security.cryptography.randomnumbergenerator?view=net-5.0).
* Using Random
  + Next() method returns a pseudo-random number between 0 and 2,147,483,647 (max signed int), inclusive.
  + By default, the number is always non-negative and within that range.
  + int randomInt = rand.Next();
  + What if we wanted to create a random number between 0 and 100?
  + We could use rand.Next() and then use modulo to cut down the answer range!
  + Alternatively, we could give the Next() method an int argument to set a ceiling.
  + int randomUpto100 = rand.Next(101);
  + The ceiling value is **exclusive**, so remember to use one number higher than what you want to be your max number.
  + We can also pass two arguments in order to set a range for the values.
  + int random50to100 = rand.Next(50,101);
  + The ceiling value is still exclusive, but the floor is **inclusive**.
  + NextDouble() returns a **normalized** value (value between 0.0 and 1.0 inclusive).
  + What if we want a different range? Adjust with math!
  + double randNeg2to3 - (rand.NextDouble()\*5)-2;
  + NextBytes() method takes a byte array as an argument and generates a random byte value for each index.
  + Remember, a byte has an unsigned value between 0 and 255 inclusive.
  + byte[] byteArray = new byte[10];  
    rand.NextBytes(byteArray);
* Creating Random Strings
  + What if we want to construct random strings made of a, b, c, and d?
  + Other techniques are available, but we can use a loop and switch!
  + Random rand = new Random();  
    string answer = "";  
    int selection = 0;  
      
    for(int i = 0; i < 10; i++)  
    {  
     selection = rand.Next(4);  
     switch(selection){  
     case(0):  
     answer+="a";  
     break;  
     case(1):  
     answer+="b";  
     break;  
     case(2):  
     answer+="c";  
     break;  
     default:  
     answer+="d";  
     break;  
     }  
    }