



M3-02: Random Numbers in Python

Part of the "Prediction and Probability" Learning Badge

Video Walkthrough: <https://discovery.cs.illinois.edu/m3-02/>

Generating Random Numbers in Python with a Random Number

Python provides us with the ability for a computer to generate a random number, lets first have the computer simulate rolling a fair, six sided die:

Python:	
Description:	Generates a random number in the inclusive range 1-6 (1, 2, 3, 4, 5, or 6).

Puzzle #1: Use Python to simulate flipping a coin.

Python:	
Description:	

Puzzle #2: Use Python to simulate drawing a random card from a deck of 52 cards.

Python:	
Description:	

Puzzle #3: Use Python to simulate spinning a roulette wheel. (A roulette which contains the numbers 0, 00, and values 1-32; don't worry about the colors here!)

Python:	
Description:	



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Generating Random Numbers in Python from a Random List

Python provides us with the ability for a computer to generate a random number, lets first have the computer simulate rolling a fair, six sided die:

Python:	
Description:	Generate a random word among "green", "blue", and "red".

Puzzle #1: Use Python to simulate flipping a coin that lands on "heads" or "tails".

Python:	
Description:	

Puzzle #2: Use Python to simulate drawing a random card from a deck of 52 cards.

Python:	
Description:	

Puzzle #3: Use Python to simulate picking a die from a bag of dice that contain 3 black dice, 2 red dice and 1 blue die.

Python:	
Description:	