



Name: _____ Date: _____

I can use random numbers in my programs

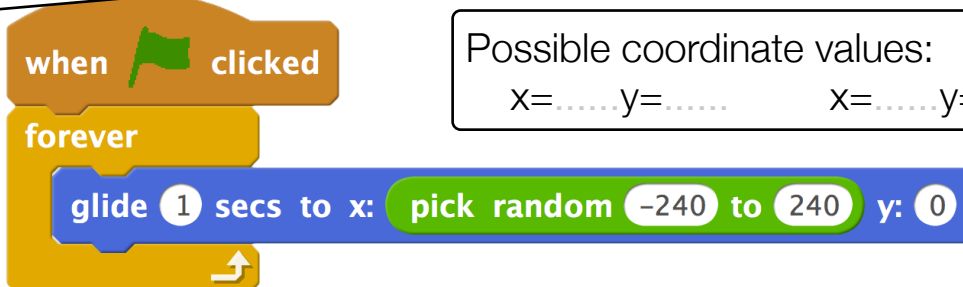
LessonID: 188



Random numbers are numbers that are generated by the computer. They can be used anywhere we use numbers in our programs.

Create and test each of these programs, making sure you understand what the 'pick random' block is doing. Record some possible coordinate values that the sprite may glide to.

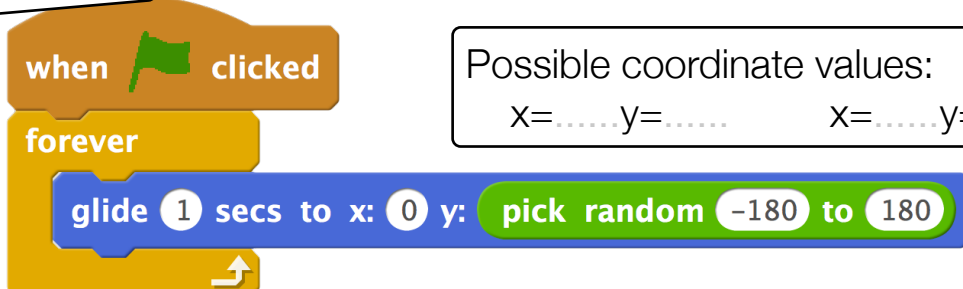
Code A



Possible coordinate values:

x=... y=... x=... y=... x=... y=...

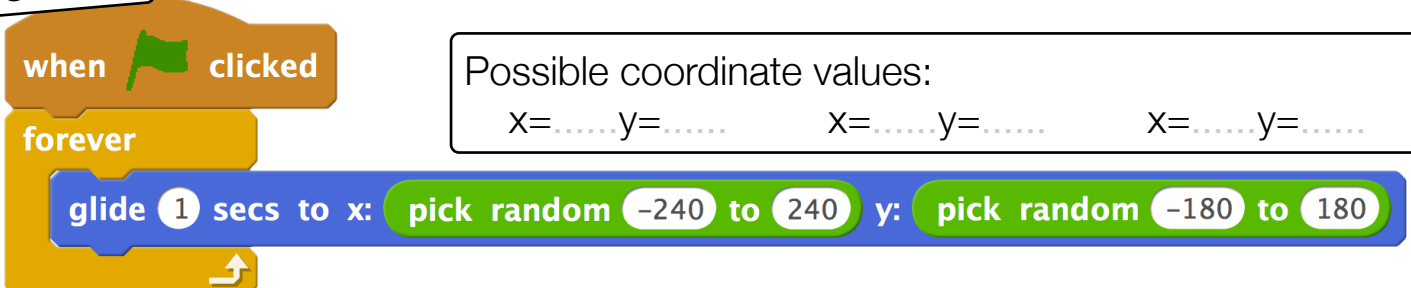
Code B



Possible coordinate values:

x=... y=... x=... y=... x=... y=...

Code C



Possible coordinate values:

x=... y=... x=... y=... x=... y=...

Which program would be most useful for gliding a sprite randomly around the stage in a catching game? ☐ Code A ☐ Code B ☐ Code C

Why?