

# Simulations numériques de marches aléatoires : programmes en Python

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<sxh python; title : 01_Random.py> #!/usr/bin/env python #!/usr/bin/python

from random import * # cf. documentation cf http://docs.python.org/library/random.html # random
number generation - génération de nombres aléatoires # functions of interest : choice, randint, seed

facepiece=['pile','face'] valeurpiece=[0.01,0.02,0.05,0.1,0.2,0.5,1.,2.]
# for i in range(1):

    # choice : random choice of an element from a list
    #print choice(facepiece), choice(valeurpiece)
    # randint : return a random integer number between 2 values (including
    #limits)
    #print randint(0,10)      # imprime un nombre aléatoire entre 0 et 10
    #print choice(range(0,11,1)) # same function, using choice and range to
    #create the list

# seed(ANY_DATA) : seeding of the random number generator with any (constant) data # in order to
# generate reproducible random sequences. # seed() - without data - uses internal clock value to
#"randomly" initiate the generator !

for j in range(3):

    #seed('ma chaîne personnelle') # reproducible initialization
    seed() # to randomly initiate the generator
    for i in range(10):
        print randint(1000,9999)
    print " "
```

</sxh>

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Last update: 2013/11/13 16:35

