

Simulations numériques de marches aléatoires : programmes en Python

```
<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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