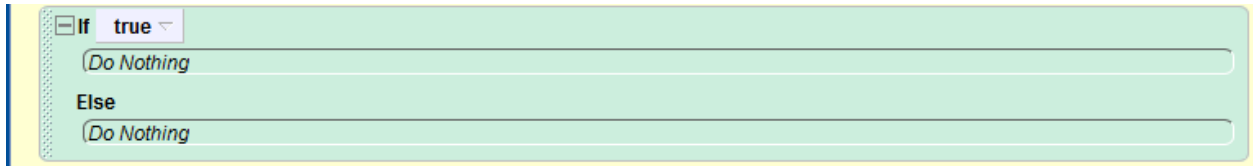


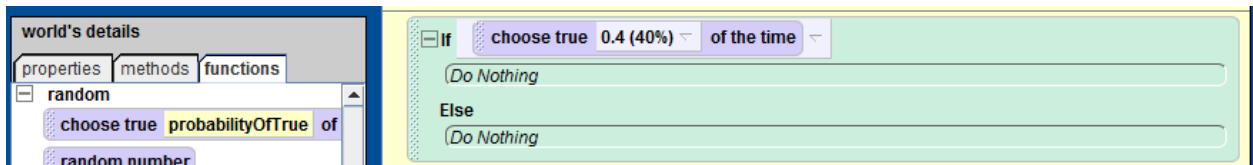
## Using Random Numbers

There are two basic ways to make a random choice in Alice. The first uses an **If/Else** block and the **choose true (probabilityOfTrue) of the time** world function to choose one of two possibilities:

1. Drag in an **If/Else** block; use **true** as the initial condition



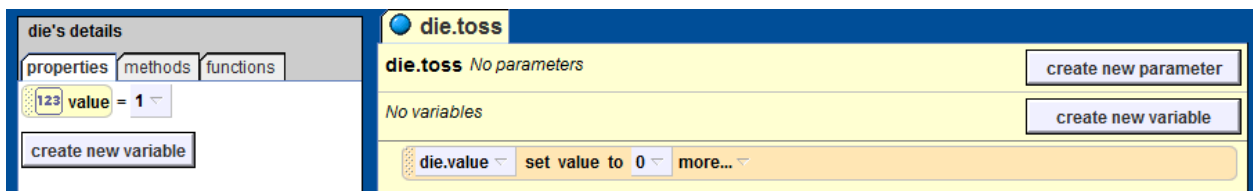
2. From the world functions, drag **choose true (probabilityOfTrue) of the time** over the condition



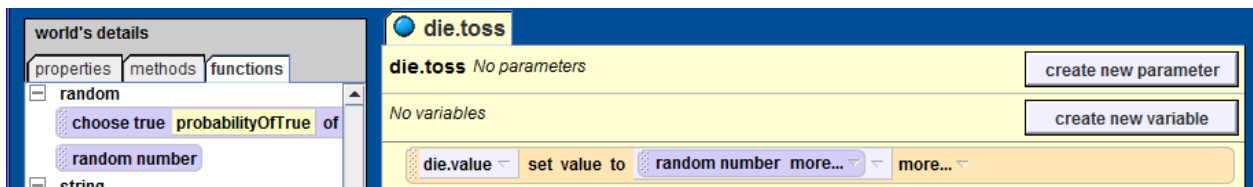
3. Select the probability you want from the drop down list, or enter in your own expression

Sometimes you need to choose between many possibilities randomly, like selecting which of six values of a single die to use. You'll usually need a property of the object or a variable of the method to store the value.

1. Drag in the variable or property and set its value to 1 (or anything else)



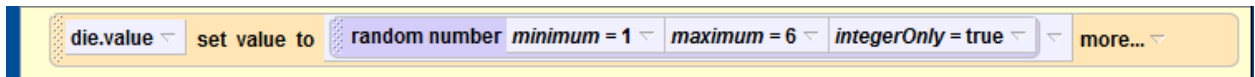
2. Drag the world function **random number** over the value



3. Select options from the more drop down:

- Minimum value
- Maximum value

- Integer only (true or false)



If you need to make several tests of a random number, do NOT use the random function repeatedly – you'll get a different number each time! Instead, use it once to set the value of a property, or, if you don't need to use the value outside of the method, just use a method *variable*. For example:

