JAVA.UTIL.RANDOM CLASS

Introduction

The **java.util.Random** class instance is used to generate a stream of pseudorandom numbers.Following are the important points about Random:

- The class uses a 48-bit seed, which is modified using a linear congruential formula.

- The algorithms implemented by class Random use a protected utility method that on each invocation can supply up to 32 pseudorandomly generated bits.

Class declaration

Following is the declaration for **java.util.Random** class:

```
public class Random
    extends Object
    implements Serializable
```

Class constructors

S.N.	Constructor & Description
1	**Random** This creates a new random number generator.
2	**Random***longseed* This creates a new random number generator using a single long seed.

Class methods

S.N.	Method & Description
1	protected int next*intbits* This method generates the next pseudorandom number.
2	boolean nextBoolean This method returns the next pseudorandom, uniformly distributed boolean value from this random number generator's sequence.
3	void nextBytes*byte[]bytes* This method generates random bytes and places them into a user-supplied byte array.
4	

[double nextDouble](#)

This method returns the next pseudorandom, uniformly distributed double value between 0.0 and 1.0 from this random number generator's sequence.

5

[float nextFloat](#)

This method returns the next pseudorandom, uniformly distributed float value between 0.0 and 1.0 from this random number generator's sequence.

6

[double nextGaussian](#)

This method returns the next pseudorandom, Gaussian " *normally* " distributed double value with mean 0.0 and standard deviation 1.0 from this random number generator's sequence.

7

[int nextInt](#)

This method returns the next pseudorandom, uniformly distributed int value from this random number generator's sequence.

8

[int nextInt*intn*](#)

This method returns a pseudorandom, uniformly distributed int value between 0 *inclusive* and the specified value *exclusive*, drawn from this random number generator's sequence.

9

[long nextLong](#)

This method returns the next pseudorandom, uniformly distributed long value from this random number generator's sequence.

10

[void setSeed*longseed*](#)

This method sets the seed of this random number generator using a single long seed.

Methods inherited

This class inherits methods from the following classes:

- java.util.Object

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