

**NAME**

rand – random number generator

**SYNOPSIS**

(seed in r0)

**jsr      pc,srand          /to initialize**

**jsr      pc,rand /to get a random number**

**srand(seed)**

**int seed;**

**rand( )**

**DESCRIPTION**

*Rand* uses a multiplicative congruential random number generator to return successive pseudo-random numbers (in r0) in the range from 0 to  $2^{15}-1$ .

The generator is reinitialized by calling *srand* with 1 as argument (in r0). It can be set to a random starting point by calling *srand* with whatever you like as argument, for example the low-order word of the time.

**BUGS**

The low-order bits are not very random.