NAME

rand, srand – 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 pseudorandom 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.