

## Lecture: 9-1

- Prerequisites for this lecture are: 8-1, 8-2 and 8-3.

## John Romero Programming Proverbs

- 8. “Write your code for this game only - not for a future game. You’re going to be writing new code later because you’ll be smarter.”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

# Random numbers

- see the `random` module for details and extent of creating random numbers

# Random numbers

- the method `random.randint` can be used to generate random integers
- any easy example usage is:

```
#!/usr/bin/env python3  
  
import random  
  
print ("your die roll was", random.randint (1, 6))
```

# Sounds

- ```
#!/usr/bin/env python3

sound = pygame.mixer.Sound ("mysound.wav")
sound.play ()
```
- please see the [pygame](https://www.pygame.org/docs/ref/mixer.html) web site for more detail