

Lecture: 9-1

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

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) (<https://www.pygame.org/docs/ref/mixer.html>) web site for more detail