RAND(III)   **RAND(III)**

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 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.