<h1 style="text-align:center">Creating Random Numbers in Pascal</h1>

*First, you must change your settings to TurboPascal, a later version of the language. Follow these instructions.

1. Edit Menu >> Pascal Console Settings
2. On left side, under top level "Language Settings", select Pascal Language
3. Drop Down Menu → Change from MPW Pascal to Turbo Pascal

Declare *a* as an integer. In the executable portion of your code, include this snippet. The **limit** should be one over the maximum integer you wish to have in your range.

> randomize; //this line is at the beginning of your program ONCE (never in a loop).
> value:=random(**limit**); //assigning variables to be random numbers can happen many times.
>
> (*If **limit** is 11, you'll get a random number from 0-10*)
> (*If **limit** is 10, you'll get a random number from 0-9*)

Example 1:

If you wish to have a two numbers from 1-100, for instance, use this snippet instead.

> randomize;
>
> value1 := random(100) + 1 ;
> value2 := random(100) + 1;

Example 2:

If you wish to return a number between 100 and 300, then you have to get creative to prevent generating numbers from 0-99. Add 100 to the first 200 random numbers to generate this.

> randomize;
>
> value1 := random(201) + 100;