

Get A Random Number

James E. Gentle

Random Number Generators--Principles and Practices David Johnston,2018

Random Number Generators, Principles and Practices has been written for programmers, hardware engineers, and sophisticated hobbyists interested in understanding random numbers generators and gaining the tools necessary to work with random number generators with confidence and knowledge. Using an approach that employs clear diagrams and running code examples rather than excessive mathematics, random number related topics such as entropy estimation, entropy extraction, entropy sources, PRNGs, randomness testing, distribution generation, and many others are exposed and demystified. If you have ever Wondered how to test if data is really random Needed to measure the randomness of data in real time as it is generated Wondered how to get randomness into your programs Wondered whether or not a random number generator is trustworthy Wanted to be able to choose between random number generator solutions Needed to turn uniform random data into a different distribution Needed to ensure the random numbers from your computer will work for your cryptographic application Wanted to combine more than one random number generator to increase reliability or security Wanted to get random numbers in a floating point format Needed to verify that a random number generator meets the requirements of a published standard like SP800-90 or AIS 31 Needed to choose between an LCG, PCG or XorShift algorithm Then this might be the book for you.

A Million Random Digits with 100,000 Normal Deviates ,2001 Not long after research began at RAND in 1946, the need arose for random numbers that could be used

to solve problems of various kinds of experimental probability procedures. These applications, called Monte Carlo methods, required a large supply of random digits and normal deviates of high quality, and the tables presented here were produced to meet those requirements. This book was a product of RAND's pioneering work in computing, as well a testament to the patience and persistence of researchers in the early days of RAND. The tables of random numbers in this book have become a standard reference in engineering and econometrics textbooks and have been widely used in gaming and simulations that employ Monte Carlo trials. Still the largest published source of random digits and normal deviates, the work is routinely used by statisticians, physicists, polltakers, market analysts, lottery administrators, and quality control engineers. A 2001 article in the New York Times on the value of randomness featured the original edition of the book, published in 1955 by the Free Press. The rights have since reverted to RAND, and in this digital age, we thought it appropriate to reissue a new edition of the book in its original format, with a new foreword by Michael D. Rich, RAND's Executive Vice President

Perl Cookbook Tom Christiansen, Nathan Torkington, 2003-08-21 Find a Perl programmer, and you'll find a copy of Perl Cookbook nearby. Perl Cookbook is a comprehensive collection of problems, solutions, and practical examples for anyone programming in Perl. The book contains hundreds of rigorously reviewed Perl recipes and thousands of examples ranging from brief one-liners to complete applications. The second edition of Perl Cookbook has been fully updated for Perl 5.8, with extensive changes for Unicode support, I/O layers, `mod_perl`, and new technologies that have emerged since the previous edition of the book. Recipes have been updated to include the latest modules.

New recipes have been added to every chapter of the book, and some chapters have almost doubled in size. Covered topic areas include: Manipulating strings, numbers, dates, arrays, and hashes Pattern matching and text substitutions References, data structures, objects, and classes Signals and exceptions Screen addressing, menus, and graphical applications Managing other processes Writing secure scripts Client-server programming Internet applications programming with mail, news, ftp, and telnet CGI and mod_perl programming Web programming Since its first release in 1998, Perl Cookbook has earned its place in the libraries of serious Perl users of all levels of expertise by providing practical answers, code examples, and mini-tutorials addressing the challenges that programmers face. Now the second edition of this bestselling book is ready to earn its place among the ranks of favorite Perl books as well. Whether you're a novice or veteran Perl programmer, you'll find Perl Cookbook, 2nd Edition to be one of the most useful books on Perl available. Its comfortable discussion style and accurate attention to detail cover just about any topic you'd want to know about. You can get by without having this book in your library, but once you've tried a few of the recipes, you won't want to.

PHP Cookbook David Sklar, Adam Trachtenberg, 2003 A collection of problems, solutions, and practical examples for PHP programmers. The book contains a unique and extensive collection of best practices for everyday PHP programming dilemmas. For every problem addressed in the book, there's a worked-out solution or recipe -- a short, focused piece of code you can insert directly into your application. However, this book offers more than cut-and-paste code. You also get explanations of how and why the code works, so you can learn to adapt the problem-solving techniques to similar situations. The recipes in the

PHP Cookbook range from simple tasks, such as sending a database query and fetching URLs, to entire programs that demonstrate complex tasks, such as printing HTML tables and generating bar charts. This book contains an impressive collection of useful code for PHP programmers, from novices to advanced practitioners. Instead of poking around mailing lists, online documentation, and other sources, you can rely on the PHP Cookbook to provide quick solutions to common problems, so you can spend your time on those out-of-the-ordinary problems specific to your application.

Dart: Scalable Application Development Davy Mitchell, Sergey Akopkokhyants, Ivo Balbaert, 2017-06-09 Master the art of designing web client and server with Google's bold and productive language – Dart About This Book Create robust applications with unit tests, documentation, and diagnostic logging Master the core Dart language, type system, and key development tools Connect to existing web services, process JSON, and create your own framework for the data display Use mixins, reflections, annotations, and other metadata programming techniques to create powerful app Who This Book Is For If you are familiar with web development and are looking to learn, or even just evaluate, Dart as a multipurpose language, this learning path is for you. No familiarity with the Dart language is assumed. For beginners, it will serve as a guide to rapidly accelerate from a novice level to the master level; for intermediate to advanced developers it will quickly fill in the gaps on Dart and can explore a range of application types and powerful packages that are demonstrated in a practical manner. What You Will Learn Handle form data and encryption Set up your Dart environment to achieve the highest productivity Run and debug the Dart server and web applications and compile them in JavaScript Work with

PostgreSQL—an industry standard relational database system Create robust applications with unit tests, documentation, and diagnostic logging Develop command-line applications, and explore the key data structures and libraries Detect and use HTML5 features that will help you deliver rich, cross-platform content Demonstrate the power of Polymer web components for binding data and structuring your web pages In Detail Designed to create next generation apps, Google's Dart offers a much more robust framework and also supersedes JavaScript in several aspects. Familiar yet innovative, compact yet scalable, it blows away the accumulated JavaScript legacy limitations. Dart was designed for great tool-ability and developer productivity, allowing you to create better application faster than before. Google chose it for their billion dollar advertising business and you have its power for your projects too. The first module will introduce you the Dart language starting from its conception to its current form, and where it headed is through engaging substantial practical projects. You will be taken through building typical applications and exploring the exciting new technologies of HTML5. The second module will show you how to add internalization support to your web applications and how i18n and i10n access can be embedded into your code to design applications that can be localized easily. You will be shown how to organize client-to-server communication and how different HTML5 features can be used in Dart. Finally, this module will show you how you can store data locally, break the storage limit, and prevent security issues in your web application. The third module is a pragmatic guide that will increase your expertise in writing all kinds of applications, including web apps, scripts, and server-side apps. It provides rich insights on how to extend your Dart programming skills. Altogether, this

course provides you the power to create powerful applications with Dart, without worrying about your knowledge leading to you having to make compromises to the end product! This Learning Path has been curated from three Packt products: Dart By Example By Davy Mitchell Mastering Dart By Sergey Akopkokhyants Dart Cookbook By Ivo Balbaert Style and approach This is an enticing learning path that starts from the very basics to gradually pick up pace as the story unfolds. Each topic is explained with the help of recipes that solves a real-world problem involving hands-on work thus giving you a deep insight into the world of DART.

Random Numbers and Computers Ronald T. Kneusel, 2018-04-05 This book covers pseudorandom number generation algorithms, evaluation techniques, and offers practical advice and code examples. Random Numbers and Computers is an essential introduction or refresher on pseudorandom numbers in computer science. The first comprehensive book on the topic, readers are provided with a practical introduction to the techniques of pseudorandom number generation, including how the algorithms work and how to test the output to decide if it is suitable for a particular purpose. Practical applications are demonstrated with hands-on presentation and descriptions that readers can apply directly to their own work. Examples are in C and Python and given with an emphasis on understanding the algorithms to the point of practical application. The examples are meant to be implemented, experimented with and improved/adapted by the reader.

Random Number Generation and Monte Carlo Methods James E. Gentle, 2013-03-14 Monte Carlo simulation has become one of the most important tools in all fields of science. This book surveys the basic techniques and principles of the subject,

as well as general techniques useful in more complicated models and in novel settings. The emphasis throughout is on practical methods that work well in current computing environments.

C++ Cookbook D. Ryan Stephens, Christopher Diggins, Jeff Cogswell, Jonathan Turkanis, 2006 Solutions and examples for C++ programmers--Cover.

Ti-84 Plus Graphing Calculator For Dummies Jeff McCalla, C. C. Edwards, 2013-06-14 Get up-to-speed on the functionality of your TI-84 Plus calculator Completely revised to cover the latest updates to the TI-84 Plus calculators, this bestselling guide will help you become the most savvy TI-84 Plus user in the classroom! Exploring the standard device, the updated device with USB plug and upgraded memory (the TI-84 Plus Silver Edition), and the upcoming color screen device, this book provides you with clear, understandable coverage of the TI-84's updated operating system. Details the new apps that are available for download to the calculator via the USB cable Walks you through menus and basic arithmetic Addresses graphing and analyzing functions as well as probability and statistics functions Explains how to use the calculator for geometry Reviews communicating with PCs and other calculators TI-84 Plus Graphic Calculator For Dummies, 2nd Edition is the perfect solution for getting comfortable with the new line of TI-84 calculators!

C# in Depth Jonathan Skeet, 2019-03-07 Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated

strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2-5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-sleek properties and expression-bodied

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A Million Random Digits with 100,000 Normal Deviates Rand Corporation, 1955 This classic table of random numbers for use in statistical probability experiments, one of the first, was prepared in the precomputer days of 1947 using the specially built electronic equivalent of a 32-place roulette wheel. Fourteen RAND mathematicians, engineers, and computing pioneers participated in the planning, testing, and rerandomizing of the tables and in preparing for publication. The two tables, one of a million random digits and one of 100,000 Gaussian deviates, were photoreproduced from IBM 856 Cardatype printout. An introduction explains their derivation and statistical properties and gives directions for use. Although large simulation studies now generate their own random numbers, the RAND tables remain useful for smaller-scale work and hand calculations; they are much used in agricultural research. As of September 1971, [A Million Random Digits] was in its third printing, and nearly 7000 copies had been sold. (Published by The Free Press, 1955. Available only from booksellers or the publisher, or as a RAND Reprint.) 225 pp.

Non-Uniform Random Variate Generation Luc Devroye, 2013-11-22 This text is about one small field on the crossroads of statistics, operations research and computer science. Statisticians need random number generators to test and compare estimators before using them in real life. In operations research, random numbers are a key component in large scale simulations. Computer scientists need randomness in program

testing, game playing and comparisons of algorithms. The applications are wide and varied. Yet all depend upon the same computer generated random numbers. Usually, the randomness demanded by an application has some built-in structure: typically, one needs more than just a sequence of Independent random bits or Independent uniform $[0,1]$ random variables. Some users need random variables with unusual densities, or random combinatorial objects with specific properties, or random geometric objects, or random processes with well defined dependence structures. This is precisely the subject area of the book, the study of non-uniform random variables. The plot evolves around the expected complexity of random variable generation algorithms. We set up an idealized computational model (without overdoing it), we introduce the notion of uniformly bounded expected complexity, and we study upper and lower bounds for computational complexity. In short, a touch of computer science is added to the field. To keep everything abstract, no timings or computer programs are included. This was a labor of love. George Marsaglia created CS690, a course on random number generation at the School of Computer Science of McGill University.

Handbook of Computational Statistics James E. Gentle, Wolfgang Karl Härdle, Yuichi Mori, 2012-07-06 The Handbook of Computational Statistics - Concepts and Methods (second edition) is a revision of the first edition published in 2004, and contains additional comments and updated information on the existing chapters, as well as three new chapters addressing recent work in the field of computational statistics. This new edition is divided into 4 parts in the same way as the first edition. It begins with How Computational Statistics became the backbone of modern data science (Ch.1): an overview

of the field of Computational Statistics, how it emerged as a separate discipline, and how its own development mirrored that of hardware and software, including a discussion of current active research. The second part (Chs. 2 - 15) presents several topics in the supporting field of statistical computing. Emphasis is placed on the need for fast and accurate numerical algorithms, and some of the basic methodologies for transformation, database handling, high-dimensional data and graphics treatment are discussed. The third part (Chs. 16 - 33) focuses on statistical methodology. Special attention is given to smoothing, iterative procedures, simulation and visualization of multivariate data. Lastly, a set of selected applications (Chs. 34 - 38) like Bioinformatics, Medical Imaging, Finance, Econometrics and Network Intrusion Detection highlight the usefulness of computational statistics in real-world applications.

Open Problems in Mathematics and Computational Science Çetin Kaya

Koç, 2015-03-25 This book presents interesting, important unsolved problems in the mathematical and computational sciences. The contributing authors are leading researchers in their fields and they explain outstanding challenges in their domains, first by offering basic definitions, explaining the context, and summarizing related algorithms, theorems, and proofs, and then by suggesting creative solutions. The authors feel a strong motivation to excite deep research and discussion in the mathematical and computational sciences community, and the book will be of value to postgraduate students and researchers in the areas of theoretical computer science, discrete mathematics, engineering, and cryptology.

Learning Jupyter Dan Toomey, 2016-11-30 Learn how to write code, mathematics,

graphics, and output, all in a single document, as well as in a web browser using Project Jupyter About This Book Learn to write, execute, and comment your live code and formulae all under one roof using this unique guide This one-stop solution on Project Jupyter will teach you everything you need to know to perform scientific computation with ease This easy-to-follow, highly practical guide lets you forget your worries in scientific application development by leveraging big data tools such as Apache Spark, Python, R etc Who This Book Is For This book caters to all developers, students, or educators who want to execute code, see output, and comment all in the same document, in the browser. Data science professionals will also find this book very useful to perform technical and scientific computing in a graphical, agile manner. What You Will Learn Install and run the Jupyter Notebook system on your machine Implement programming languages such as R, Python, Julia, and JavaScript with Jupyter Notebook Use interactive widgets to manipulate and visualize data in real time Start sharing your Notebook with colleagues Invite your colleagues to work with you in the same Notebook Organize your Notebook using Jupyter namespaces Access big data in Jupyter In Detail Jupyter Notebook is a web-based environment that enables interactive computing in notebook documents. It allows you to create and share documents that contain live code, equations, visualizations, and explanatory text. The Jupyter Notebook system is extensively used in domains such as data cleaning and transformation, numerical simulation, statistical modeling, machine learning, and much more. This book starts with a detailed overview of the Jupyter Notebook system and its installation in different environments. Next we'll help you will learn to integrate Jupyter system with different programming languages such as R, Python, JavaScript, and

Julia and explore the various versions and packages that are compatible with the Notebook system. Moving ahead, you master interactive widgets, namespaces, and working with Jupyter in a multiuser mode. Towards the end, you will use Jupyter with a big data set and will apply all the functionalities learned throughout the book. Style and approach This comprehensive practical guide will teach you how to work with the Jupyter Notebook system. It demonstrates the integration of various programming languages with Jupyter Notebook through hands-on examples in every chapter.

Operating Systems Remzi H. Arpaci-Dusseau, Andrea C. Arpaci-Dusseau, 2018-09

This book is organized around three concepts fundamental to OS construction: virtualization (of CPU and memory), concurrency (locks and condition variables), and persistence (disks, RAIDS, and file systems--Back cover.

The Handbook of Random Number Generation and Testing with TESTRAND Computer Code Edward J. Dudewicz, Thomas G. Ralley, 1981

Security with Go John Daniel Leon, 2018-01-31 The first stop for your security needs when using Go, covering host, network, and cloud security for ethical hackers and defense against intrusion Key Features First introduction to Security with Golang Adopting a Blue Team/Red Team approach Take advantage of speed and inherent safety of Golang Works as an introduction to security for Golang developers Works as a guide to Golang security packages for recent Golang beginners Book Description Go is becoming more and more popular as a language for security experts. Its wide use in server and cloud environments, its speed and ease of use, and its evident capabilities for data analysis, have made it a prime choice for developers who need to think about security. Security with Go is the first

Golang security book, and it is useful for both blue team and red team applications. With this book, you will learn how to write secure software, monitor your systems, secure your data, attack systems, and extract information. Defensive topics include cryptography, forensics, packet capturing, and building secure web applications. Offensive topics include brute force, port scanning, packet injection, web scraping, social engineering, and post exploitation techniques. What you will learn Learn the basic concepts and principles of secure programming Write secure Golang programs and applications Understand classic patterns of attack Write Golang scripts to defend against network-level attacks Learn how to use Golang security packages Apply and explore cryptographic methods and packages Learn the art of defending against brute force attacks Secure web and cloud applications Who this book is for Security with Go is aimed at developers with basics in Go to the level that they can write their own scripts and small programs without difficulty. Readers should be familiar with security concepts, and familiarity with Python security applications and libraries is an advantage, but not a necessity.

C# for Programmers Harvey M. Deitel, Paul Deitel, 2005-11-21 The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven

C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0, .NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read

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Java For Dummies Barry A. Burd, 2011-03-03 Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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