

Случайные числа



RANDOMIZE TIMER

RND(n)

Случайное число

CLS

RANDOMIZE TIMER

X = RND (1)

? X

```
Untitled
.4237024

Press any key to
```

```
Untitled
.6988642

Press any key to con
```

```
Untitled
.681286

Press any key to continue
```

Моделирование бросание монеты

File Edit View Search Run Options

Untitled(2)

```
RANDOMIZE TIMER  
X = INT(RND(1) * 2)  
IF X = 0 THEN PRINT "RESHKA" ELSE PRINT "OREL"
```

Status

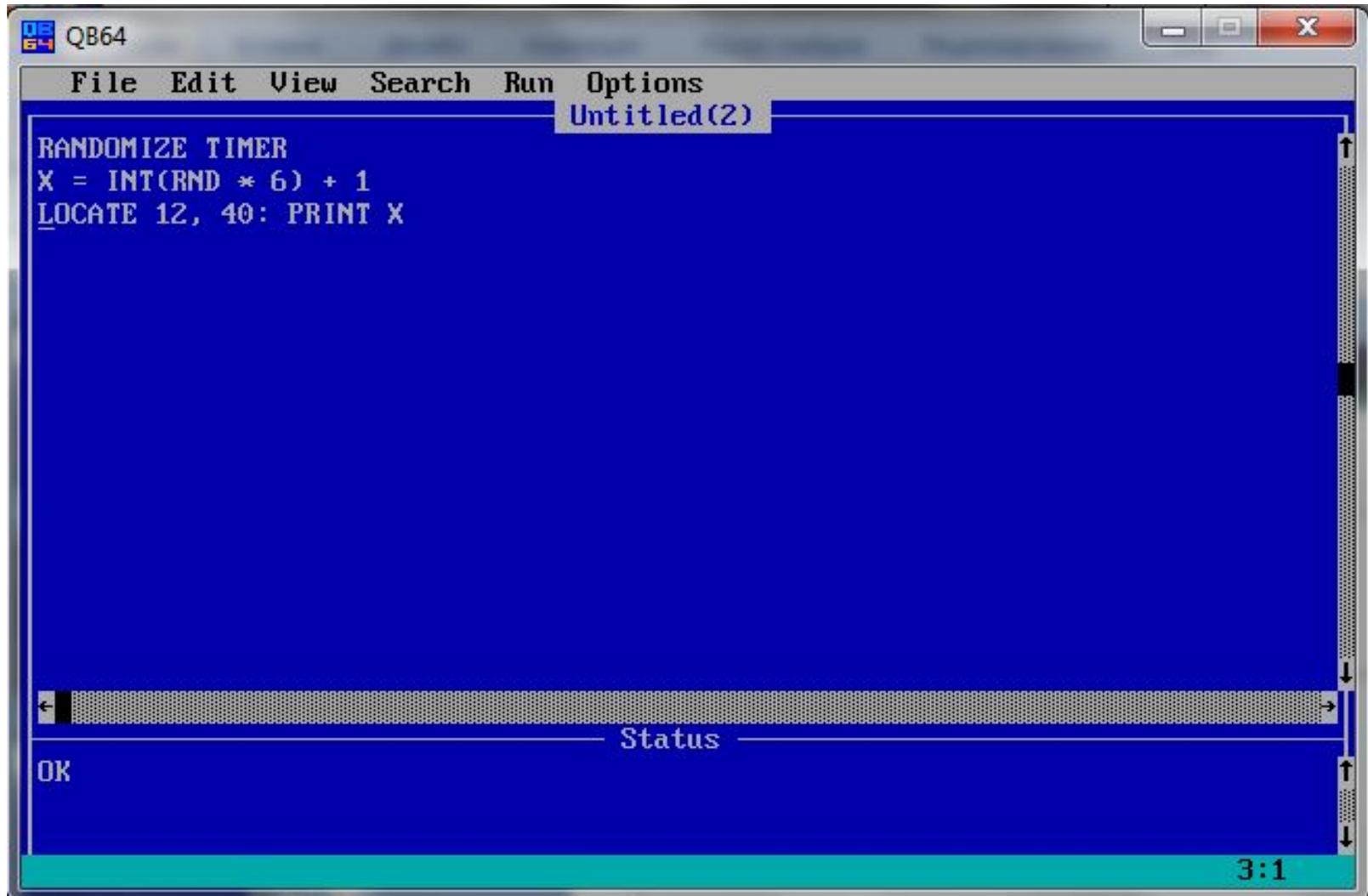
Starting program...

4:1

OREL

Press any key to continue

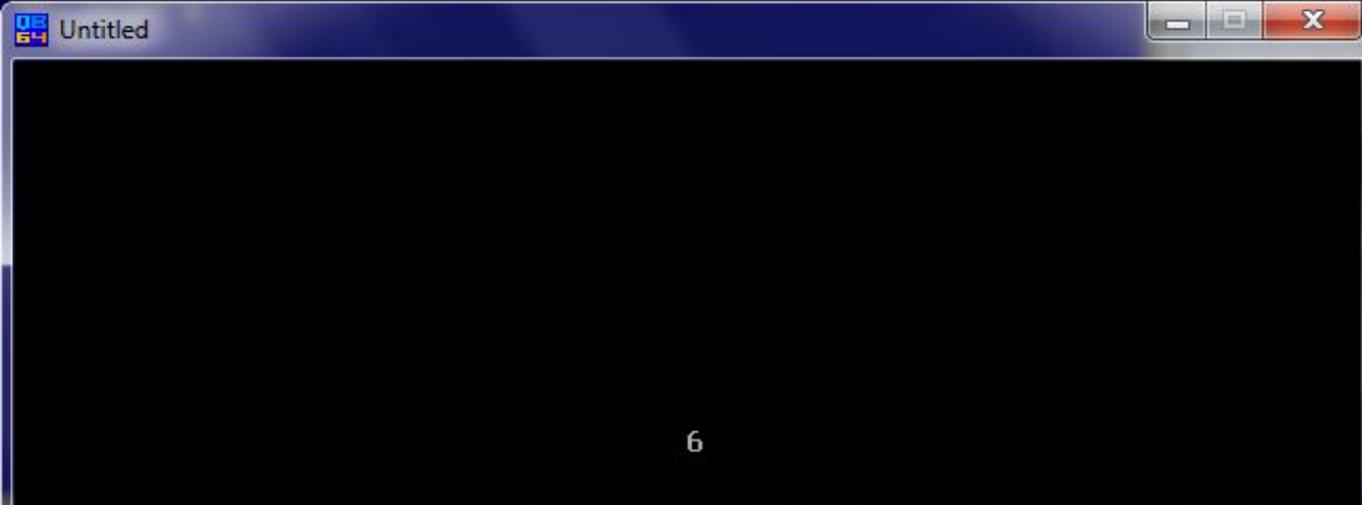
Моделирование бросание игрального кубика



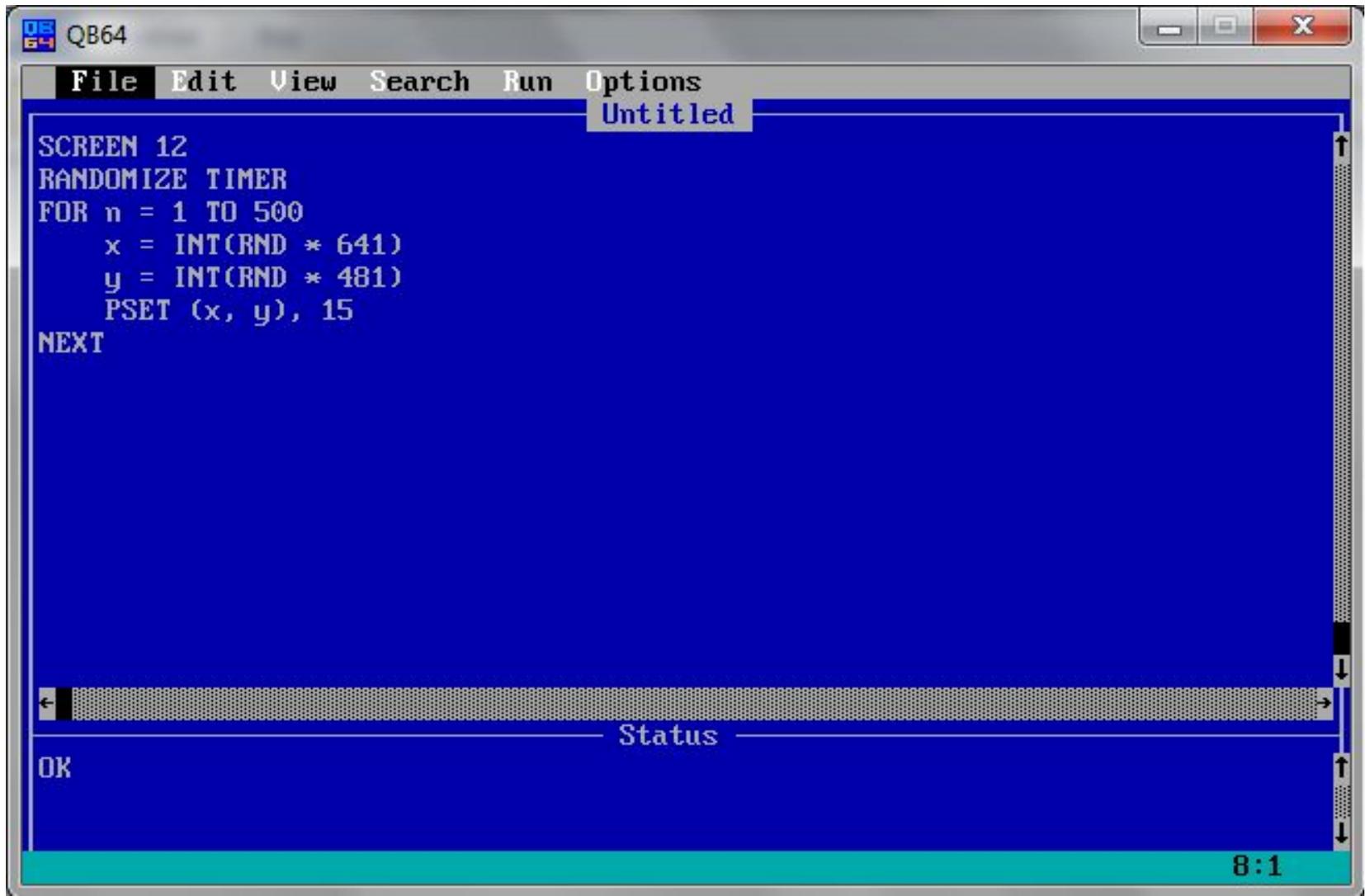
The image shows a screenshot of a QB64 IDE window. The window title is "QB64" and the menu bar includes "File", "Edit", "View", "Search", "Run", and "Options". The current file is named "Untitled(2)". The code in the editor is as follows:

```
RANDOMIZE TIMER  
X = INT(RND * 6) + 1  
LOCATE 12, 40: PRINT X
```

The status bar at the bottom of the window displays "OK" on the left, "Status" in the center, and "3:1" on the right.



Программа «Звездное небо»



The image shows a screenshot of a QB64 IDE window. The window title is "QB64" and the menu bar includes "File", "Edit", "View", "Search", "Run", and "Options". The current file is named "Untitled". The main editing area has a blue background and contains the following BASIC code:

```
SCREEN 12
RANDOMIZE TIMER
FOR n = 1 TO 500
  x = INT(RND * 641)
  y = INT(RND * 481)
  PSET (x, y), 15
NEXT
```

At the bottom of the window, there is a status bar with the text "Status" and "OK" on the left. The bottom right corner of the window displays the resolution "8:1".

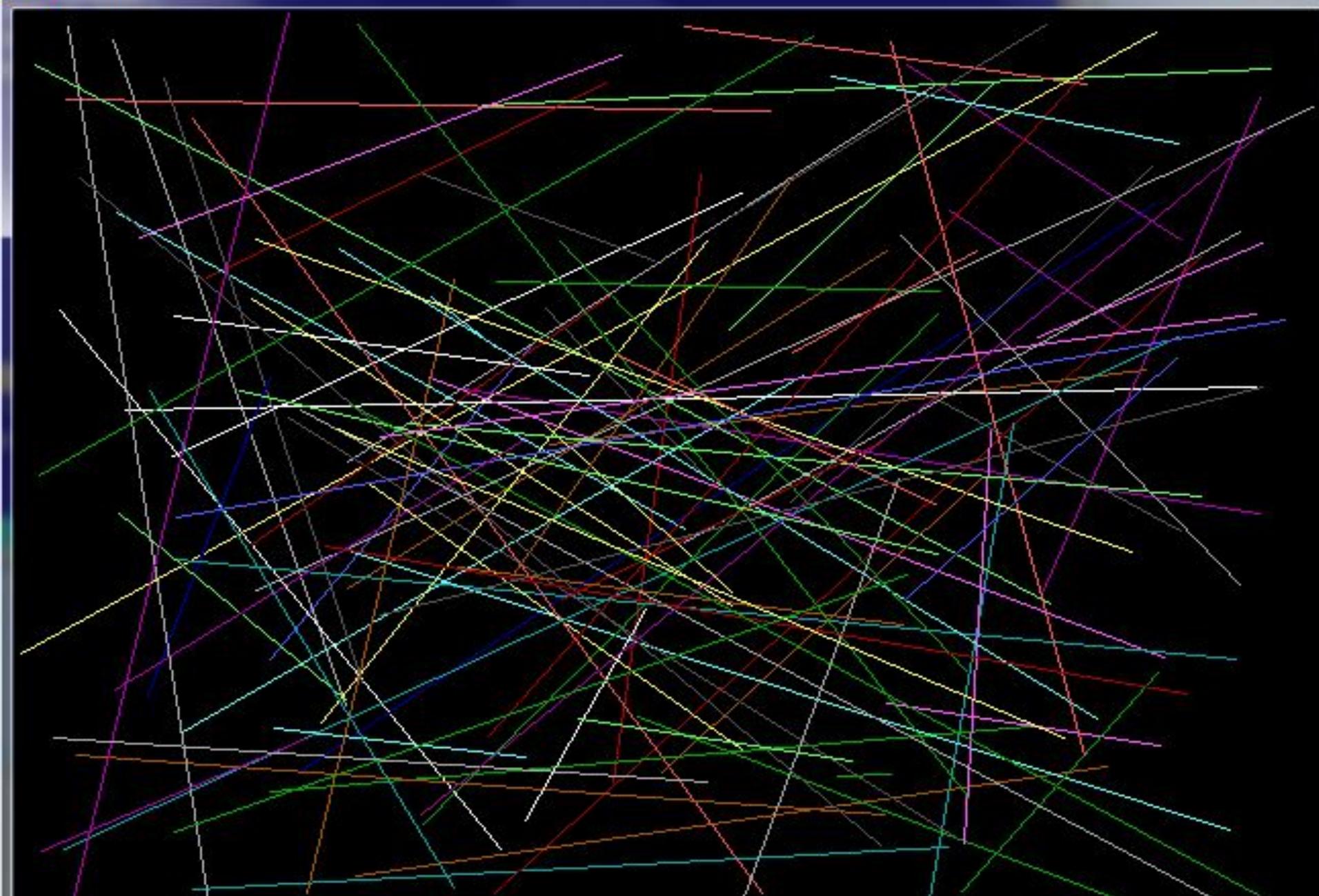


Press any key to continue

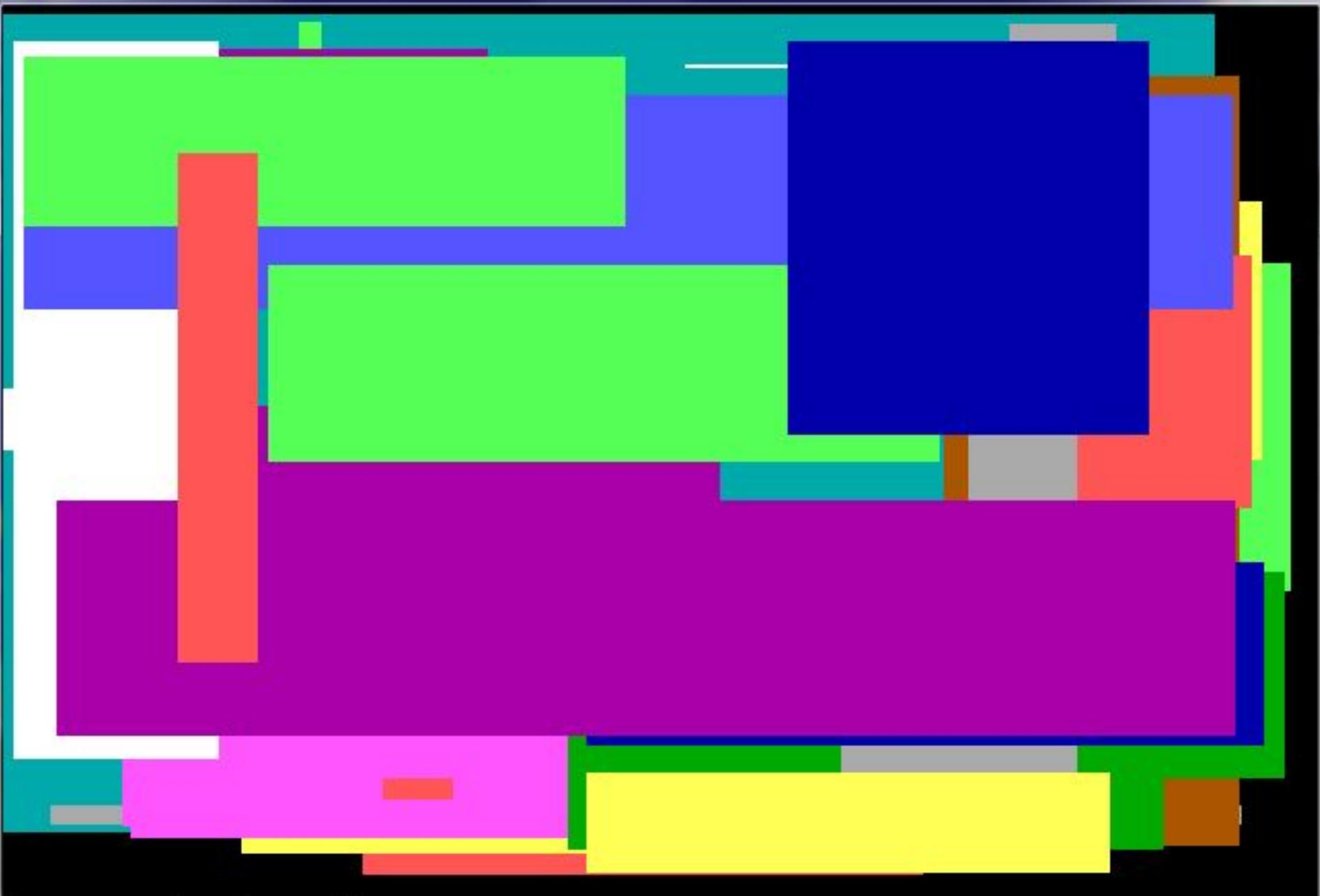
```
SCREEN 12
RANDOMIZE TIMER
FOR n = 1 TO 1500
  x = INT(RND * 641)
  y = INT(RND * 481)
  c = INT(RND * 16)
  PSET (x, y), c
NEXT
```



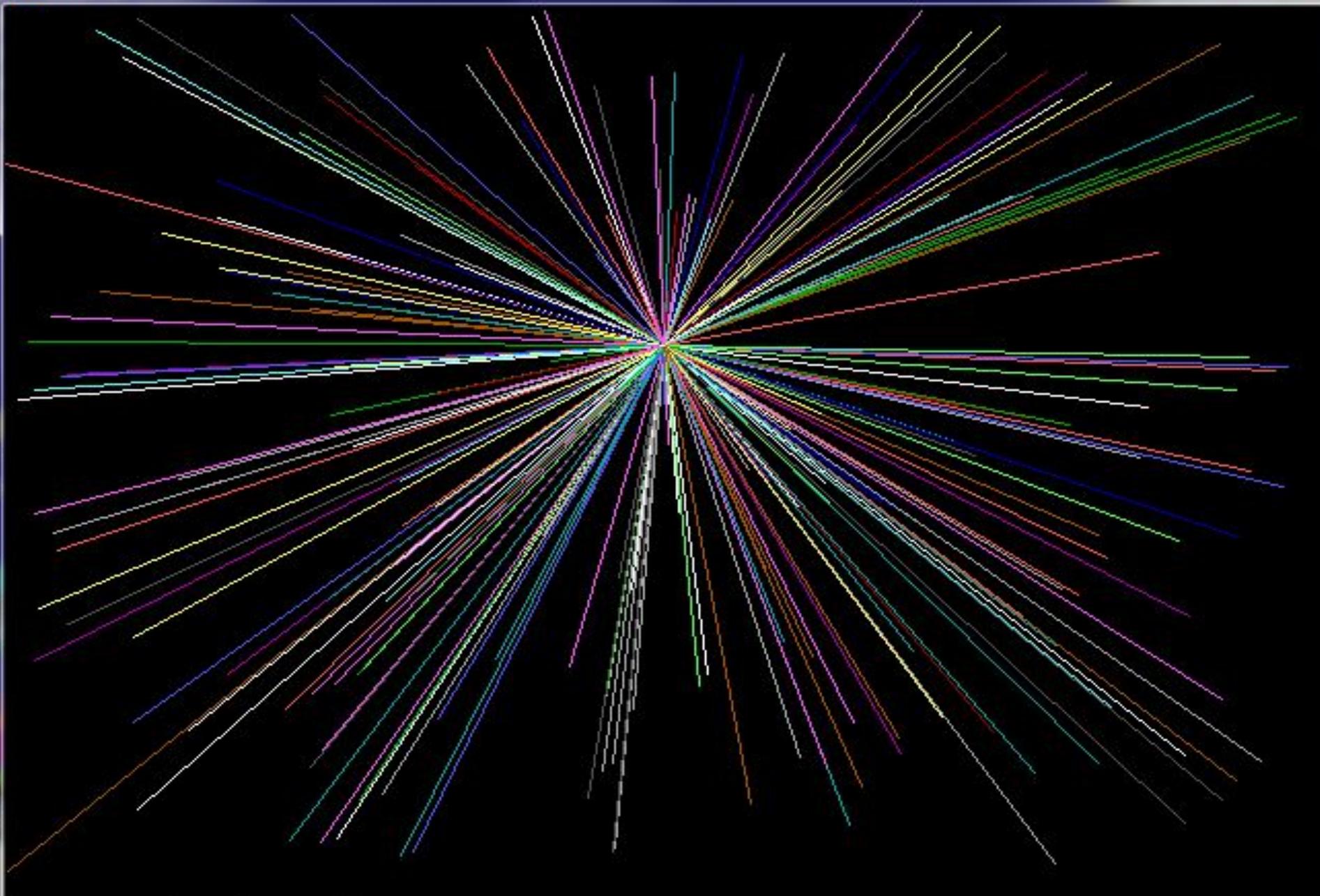
Press any key to continue



Press any key to continue



Press any key to continue



Press any key to continue