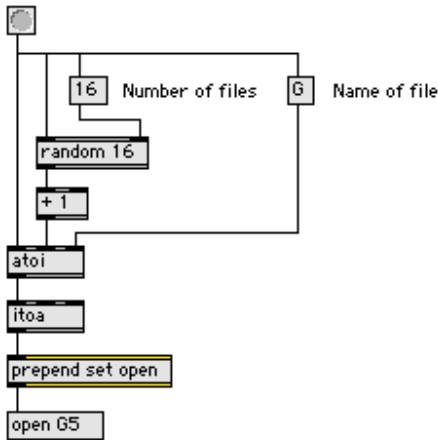


Composition: Electronic Media II

Opening a Random File

1. Suppose that there are 16 files named: **G1, G2, G3, G4...G16** and we want to open a random file with the press of a bang button.



- a. The above patch combines the beginning of the filename (“**G**”) with a random number between 1 and 16.
- b. Since the **prepend** object will always insert a space in the filename, we need to use a different method for creating the filename.
- c. The **atoi** object (ASCII to Integer) converts its input into a list of integers. The rightmost inlet receives the beginning of the filename. The middle inlet receives whatever we want to add to the filename, which in this instance is a random number between 1 and 16. The left inlet receives a bang message.
- d. Then, the **itoa** object converts the list of integers back to ASCII characters, but without a space in between.
- e. Finally, the new filename is sent to the **prepend** object where it is combined with the word “open” and sent to a message box.

2. The finished patch will look like the following:

