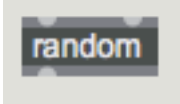


MUS:4251 COMPOSITION: ELECTRONIC MEDIA II
Spring 2017
Random Objects

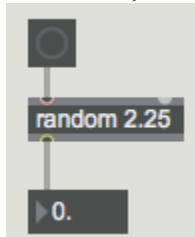
1. In this handout we will explore the function of the random object.



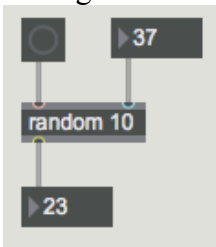
2. The random object, when an argument is given, limits the range of numbers that can be sent out from this object.
3. In the following example a random object with the argument 10 is provided.



4. When I hit the button, a random number between 0 and 9 will be sent to the integer box, which results in 10 different possible numbers that will be selected. When I hit the button again, the random object will send out another random number that will be displayed in the integer box.
5. Of course, the random object has its limitations. Consider the following example:



6. What would happen if I click the button?
7. Fill in your answer here: _____.
8. Fill in the correct answer here: _____.
9. You will also notice that the random object can also repeat the same number.
10. It is possible to change the range of the random object without altering the argument. Consider the following example:



11. When I add an integer box and connect it to the right inlet of the random object, the range of the random object can increase or decrease depending on what I set to the integer box.