EDUFY

Random numbers

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JS allows a developer to generate a random number by using two methods

JS allows a developer to generate a random number by using two methods:

Math.random() generates a random 16 decimal place
number that is greater or equal to 0 and less than 1. We can
multiply the return to get a range:
Math.random() * 10 // between 0 and 9.9999etc
Math.floor() rounds a number DOWN to the nearest whole
number. Therefore...
Math.floor(Math.random( ) * 10) = a random number

Key points

> between 0 and