

Re: Hi

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2004-09/6512.html>

From: Richard Blewett [DevelopMentor] (richardb_at_develop.com)

Date: 09/27/04

To: microsoft.public.dotnet.languages.csharp

Date: Mon, 27 Sep 2004 04:12:26 -0700

Actually I'm talking rubbish – according to the docs the default constructor uses a time dependent seed – ignore my post ;–)

Regards

Richard Blewett – DevelopMentor

<http://staff.develop.com/richardb/weblog>

nntp://news.microsoft.com/microsoft.public.dotnet.languages.csharp/>

The Random class has another constructor which takes a seed (a value used to start the number generator) the one you are using uses the same seed so will produce the same sequence. Try using the TickCount (number of milliseconds since the machine started). i.e:

```
Random R = new Random(Environment.TickCount);
```

Regards

Richard Blewett – DevelopMentor

<http://staff.develop.com/richardb/weblog>

nntp://news.microsoft.com/microsoft.public.dotnet.languages.csharp/>

- Hi.

- I need to use Random numbers with in Maximum Limit.

- I have used Random Class from .Net Package.

- Random R =new Random();

- int I;

- for(I = 0; I < 10; I++)

- {

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- MessageBox.Show(R.Next(I).ToString());

- }

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- But it gives me a duplicate random number. So if any Other Class or Source Code for generate Random numbers in the loop variable please suggest me.

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- Thanks for your help

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