

Re: Random listbox item selection

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.vb/2007-12/msg01100.html>

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 - *Date:* Fri, 21 Dec 2007 07:54:23 -0800 (PST)
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On Dec 21, 3:56 pm, Family Tree Mike
<FamilyTreeM...@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote:

As your code seems a class library type, i optimized as to be used in
a executable but no help:

```
Dim r As New Random
Dim idx As Integer
Dim loi As New System.Collections.Generic.List(Of Integer)
```

```
If loi.Count = ListBox1.Items.Count Then
    MsgBox("All have been selected...")
```

```
End If
```

```
idx = r.Next(0, ListBox1.Items.Count)
```

```
While loi.Contains(idx)
    idx = r.Next(0, ListBox1.Items.Count)
End While
```

```
ListBox1.SelectedIndex = idx
loi.Add(idx)
```

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Still, the selection goes endless, never ends. Once an item selected, this(same) item is being selected somehow in next random selection.

I suspect that is because the List (Of Integer) is reset each time into the subroutine. That is why I made it a class member. It is getting recreated on each entry into the routine.

I didn't like this random selection algorithm, it doesn't do %100 what I wanted. As I stated in my previous post, a listbox item must be selected for once consecutively, the next random item selection must NOT be the previous one(self). My aim was a random list like playing songs randomly(shuffle) in Windows Media Player which stops at the end of random selection and which doesn't select same item more than once in random(shuffle) mode.

Anyway thanks Mike for striving on this issue.

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