



- 7)
- 8) Output
- 9) 2.0
- 10) 11
- 11) 10
- 12) 10.6
- 13) 10.6

Note:

We can find help for any module by using help() function

Eg:

```
import math
help(math)
```

Working with random module:

This module defines several functions to generate random numbers.

We can use these functions while developing games, in cryptography and to generate random numbers on fly for authentication.

1. random() function:

This function always generate some float value between 0 and 1 (not inclusive)
 $0 < x < 1$

Eg:

```
1) from random import *
2) for i in range(10):
3)     print(random())
4)
5) Output
6) 0.4572685609302056
7) 0.6584325233197768
8) 0.15444034016553587
9) 0.18351427005232201
10) 0.1330257265904884
11) 0.9291139798071045
12) 0.6586741197891783
13) 0.8901649834019002
14) 0.25540891083913053
15) 0.7290504335962871
```