### Tech Tip: Experimenting with a Random Number Generator

You can use a graphing calculator to simulate experimental probability.

Follow the instructions to check out several different applications.

### Using a TI-83+ Graphing Calculator

1. Press **MATH**. Scroll right so that PRB is highlighted.

2. Press **5** to select **5:randInt(**.
   This command tells the calculator to generate random integers.

```
randInt(
```

3. **a)** To simulate flipping coins, enter **1,2)**.
   Make sure there are no spaces between the characters.
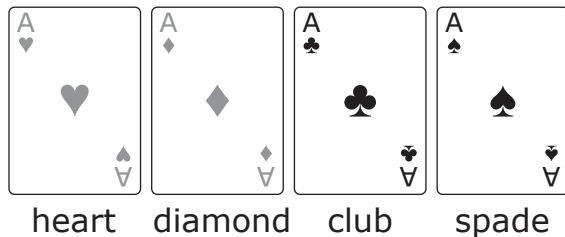
```
randInt(1,2)
                 1
```

   This tells the calculator to select either the number 1 or the number 2.
   Mentally assign heads or tails to each number. For example, 1 is heads, 2 is tails.
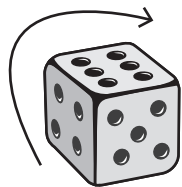   Continue pressing the **ENTER** key to generate more random tosses.

**Chapter 1**

**b)** To simulate selecting the suit of a card, enter **1,4)**.
Make sure there are no spaces between the characters.

heart    diamond    club    spade

```
randInt(1,2)
                1
randInt(1,4)
                4
```

This tells the calculator to select an integer from 1 to 4.
Mentally assign 1 suit to each of the 4 numbers.
Continue pressing the **ENTER** key to generate more
random suits.

**c)** To simulate selecting the value of a card, enter **1,____)**.

**d)** To simulate selecting the exact card, enter **1,____)**.

**e)** To simulate rolling 1 die, enter **1,____)**.

**4.** Press **ENTER**. A random integer from the acceptable range
of values will be displayed. Continue pressing **ENTER** to
generate more random numbers.