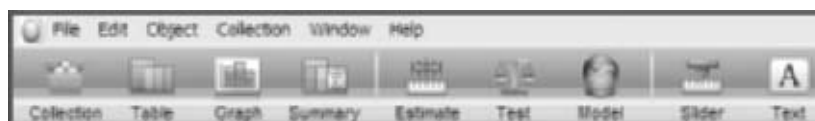


Using a Random Number Generator in Fathom™

This worksheet will show you how to use a number generator in Fathom™. These directions can be used for the Tech Tip on pages 14–15 and the Tech Tip on page 31 in Chapter 1.

Note: The screen shots shown were created using Fathom 2. If you are using Fathom 1, the instructions will work properly; however, your screen shots may look slightly different.

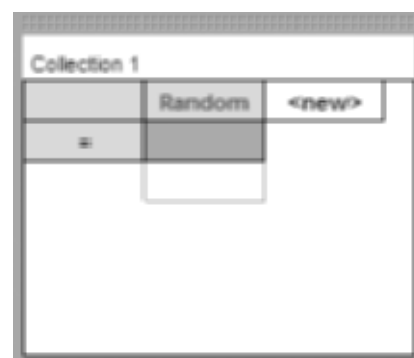
1. Open Fathom™. The tool shelf is just below the usual Windows pull-down menus.



2. Drag a new Case Table (the icon labelled **Table**) from the tool shelf to the workspace.



3. Double-click on **<new>** and type a name such as **Random**. Press **Enter**.
4. Right-click in the space below Random and select **Show Formulas**.

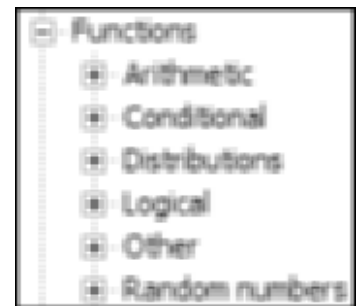


5. Double-click in the formula box. The calculator box will appear, as shown.



6. Click on the + to expand Functions.

Then, click on the + to expand Random Numbers.



7. Scroll down, and double-click on **randomInteger**.
The function randomInteger() will appear in the formula box.

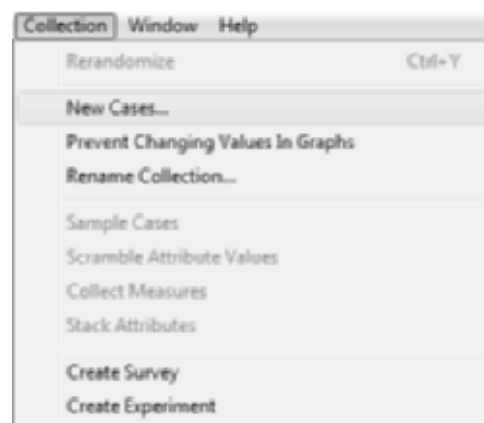


8. Type **1,6** between the brackets. Fathom™ will automatically insert a space after the comma.

9. Press **OK**.



10. From the **Collection** menu, select **New Cases...**



11. Type **5**, and select **OK**.

Five random integers between 1 and 6 will be displayed. This simulates 5 rolls of a die.

Collection 1		
	Random	<new>
=	randomInteger	
1		2
2		4
3		6
4		2
5		1



You can simulate tossing a coin by replacing 1,6 with 1,2.
You can simulate choosing the suit of a card by replacing 1,6 with 1,4.
You can simulate choosing the value of a card by replacing 1,6 with 1,10.
You can simulate choosing an exact card by replacing 1,6 with 1,52.
You can simulate selecting an integer between 1 and 9 by replacing 1,6 with 1,9.

12. If you want to simulate rolling the die 5 more times, go to the **Collection** menu and select **Rerandomize**.

Five new random integers between 1 and 6 will be displayed.

You can also rerandomize using the shortcut **CTRL Y**.

