ASSIGNMENT 1

Due January 28, 2003

Homework 1

The purpose of this homework is to familiarize yourself with the pseudorandom number generator that comes with a high level computer language of your choice. For example, you may use C, C++, Java, Perl, Fortran, Visual Basic, Matlab, Maple, or Mathematica. (a) Use the generator to produce 7 uniform deviates (not random integers). Use the default seed if there is one, otherwise choose your own seed. (b) Use the generator a second time with the same seed to produce a sequence of 15 uniform deviates. You should notice that the first 7 numbers in this second sequence are exactly the same as those obtained from the first sequence. (c) Next change the seed and produce a sequence of 7 uniform deviates. This last sequence of numbers should be different compared with those obtained in the previous two runs.