# Random Number Generation and Monte Carlo Simulation

*Lawrence M. Leemis and Stephen K. Park, Discrete-Event Simul A First Course, Prentice Hall, 2006*

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January 29, 2015

## In-Class Exerise L4-1

- ▶ Write either C/C++ or Java programs to do the following
  - ▶ Measure CPU time used to generate $2^{32} - 1$ number of random numbers (RngSpeedTest.c/.cpp/.java)
  - ▶ Produce exactly two whole periods of random numbers and save the numbers in a file. The file can either be a binary file or a text file (RngPeriodTest.c/.cpp/.java)