Using ‘random’ numbers

Some ways the standard UNIX ‘rand()’ library-function can be deployed to generate graphics and sound

Automating pattern creation

- Use these standard runtime functions;
  - #include <stdlib.h>
  - int rand(void);
  - void srand(unsigned int seed);
- Make a new 8x8 bitmap pattern like this:

```
unsigned char       pat[ 8 ];
for (k = 0; k < 8; k++) pat[ k ] = rand();
fgcolor = rand();  bgcolor = rand();
```

Esthetics

- Use a ‘brighter’ color in the foreground
- Use a ‘darker’ color in the background
- To implement this discipline we need to know how the ‘color-table’ is arranged
- In mode 19 there are 256 default colors
- Among these are 24 color-groups:
  - 3 intensity-levels plus 3 saturation-levels