Algorithm – Programming

Checkpoint activity-1

Match the algorithm steps with the correct line of code.

Name:_____                    Grade:_____

| | |
|---|---|
| Step1: Write your name and class beginning with hashtag symbol | r = random.randrange(1,10) |
| Step 2: Insert the library named "random" in your program using import | print("You rolled a die and got number ",r) |
| Step 3: Generate a random number using the randrange method and store it in a variable. | # name Grade 7- |
| Step 4: Output the random number | import random |