

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	<code>r = random.randrange(1,10)</code>
Step 2: Insert the library named “random” in your program using import	<code>print(“You rolled a die and got number “,r)</code>
Step 3: Generate a random number using the randrange method and store it in a variable.	<code># name Grade 7-</code>
Step 4: Output the random number	<code>import random</code>