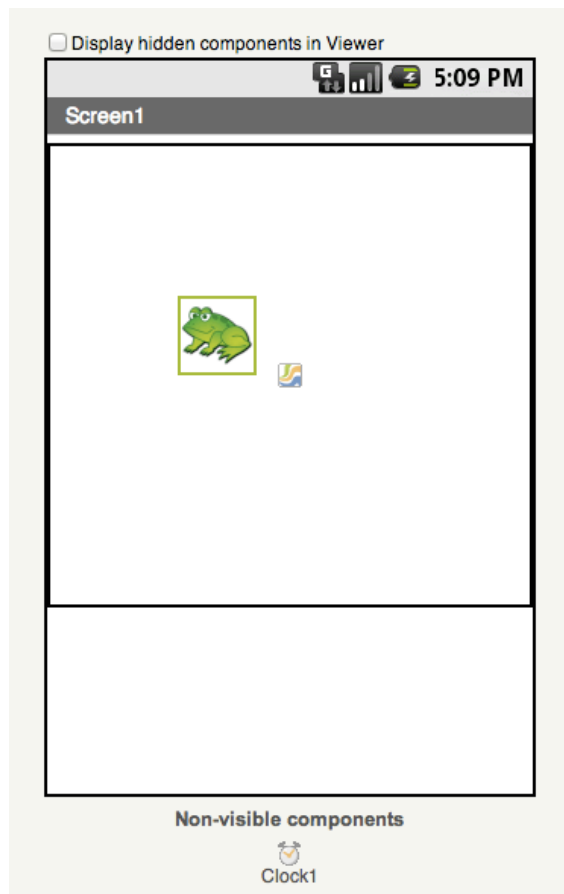




# Random Numbers

*Generate random numbers to make Sprites appear in random (x,y) coordinate locations.*

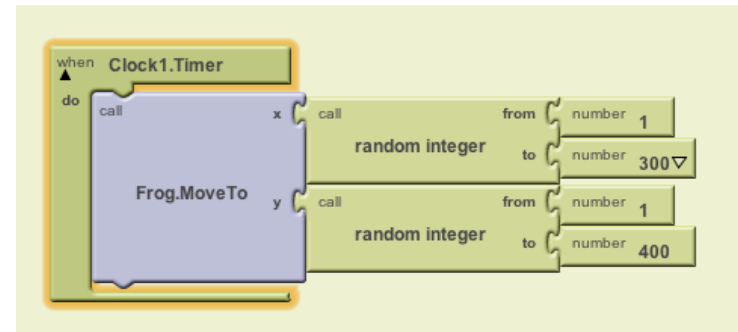


## Get Ready

You will need these components in your design screen:

- **Canvas**
- **Sprite**
- **Clock**

## Try These Blocks



## What Does it Mean?

When the **Clock1.Timer** event is triggered, then **Frog.Move.To** moves the frog to a random coordinates between the values of 1 and 300 for the x coordinate and 1 and 400 for the y coordinate.

How can you use this for a game?

