

## CS 6651 – 03 Intro to Scripting/Python – Assignment 3

In this assignment, you will write a custom module using standard random module and functions.

**Due: March 24, 2020 – 11:59 pm**

Write a module named `rand_str.py` which imports random module and has three functions as:

### Function 1:

- Takes two parameters, a string and a seed value (optional parameter).
- If seed value is passed, use passed value as a seed, if it is not passed, use None as a seed.
- If passed string has only 1 word, return a random character from the string.
- If passed string has two or more words, return a random word from the string.

### Function 2:

- Takes two parameters, a string and a seed value (optional parameter).
- If seed value is passed, use passed value as a seed, if it is not passed, use None as a seed.
- If passed string has only 1 word, return the mix of characters.
- If passed string has two or more words, return the mix of words.

### Function 3:

- Takes three parameters, two positive integers and a seed value (optional parameter).
- If seed value is passed, use passed value as a seed, if it is not passed, use None as a seed.
- If the first parameter is less than the second parameter, it should return a random integer between first parameter and second parameter.
- If the first parameter is greater than the second parameter, it should return a random integer between second parameter and first parameter.

Write a python file main.py and import the rand\_str module. In the main.py, call the functions from rand\_str module and print the return values as:

1. Call the function 1 and pass "Python" as string parameter without seed value.
2. Call the function 1 and pass "Python is a scripting language. It provides many standard and third-party libraries." as string parameter with seed value 42.
3. Call the function 2 and pass "Python is a scripting language. It provides many standard and third-party libraries." as string parameter without seed value.
4. Call the function 2 and pass "Python" as string parameter with seed value 42.
5. Call the function 3 and, pass 99 and 999 as integers without seed value.
6. Call the function 3 and, pass 999 and 99 as integers with seed value 42.
7. Print the return values of all the function calls.

**Submission:**

Copy the console output of the program and paste it to output.txt file. Submit a zip file consisting rand\_str.py, main.py and output.txt