

Creating Random numbers

this code is Atari 8bit specific, as its using the POKEY chip as the source for randomness

```
: RND ( -- n ) \\ Random Number 0-$FF  
  $D20A C@ ;
```

```
\\ Random Numner 0..n-1  
: RANDOM ( n -- 0..n-1 )  
  RND $100 * RND + UM* NIP ;
```

RND will return a random number between 0 - 255 from the Pokey Noise Randomizer. The Word RANDOM will return a 16bit random number between 0-65535.