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**Procedure:** How to generate a number between 2 other numbers (Visual Basic)

**Source:** [**LINK**](http://www.vbforums.com/showthread.php?281172-Tutorial-Random-Numbers-VB6-and-earlier)

**Permalink:** [**LINK**](http://heelpbook.altervista.org/2012/how-to-generate-a-number-between-2-other-numbers-visual-basic/)

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# [**How to generate a number between 2 other numbers (Visual Basic)**](http://heelpbook.altervista.org/2012/how-to-generate-a-number-between-2-other-numbers-visual-basic/)

The question is : “How can I generate a number between 2 other numbers?”

The main problem with this is that many people haven’t realised that the **Rnd** function returns a value **less than 1** BUT **greater than or equal to zero** (**0<=Rnd<1**).

So since most people think that the **Rnd** function can generate the number 1, the algorithms they use are incorrect. The correct way is this :

Int((upperbound - lowerbound + 1) \* Rnd + lowerbound)

Which can easily be put into a function:

Private Function RandomInteger(Lowerbound As Integer, Upperbound As Integer) As Integer

    RandomInteger = Int((Upperbound - Lowerbound + 1) \* Rnd + Lowerbound)

End Function

…and an example of using it is:

Private Function RandomInteger(Lowerbound As Integer, Upperbound As Integer) As Integer

    RandomInteger = Int((Upperbound - Lowerbound + 1) \* Rnd + Lowerbound)

End Function

Private Sub Form\_Load()

    Randomize 'Just once to start getting random numbers

    MsgBox RandomInteger(1, 52)

End Sub

The code above would be used most of the times for a *card game*, to draw a card at random. If we set **Lowerbound=1** and **Upperbound=6** then we would have ourselves dice rolling code.