Random Numbers

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

Get Ready

You will need these components in your design screen:
- Canvas
- ImageSprite
- Clock

Try These Blocks

What Does it Mean?

When the Clock1.Timer event is triggered, then Frog.MoveTo 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?