Random Numbers

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

Getting Ready

You will need the following components in your design screen:
* Canvas
* ImageSprite
* Clock

Blocks Editor

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.

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.