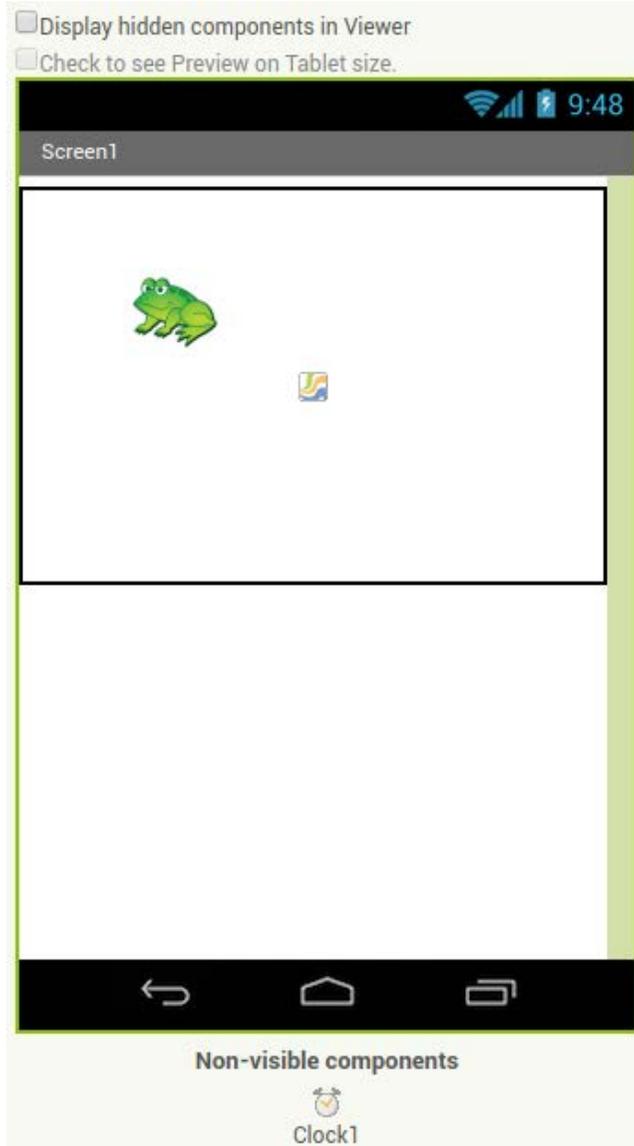# Random Numbers

Generate random numbers to make ImageSprites appear in random (x.y)
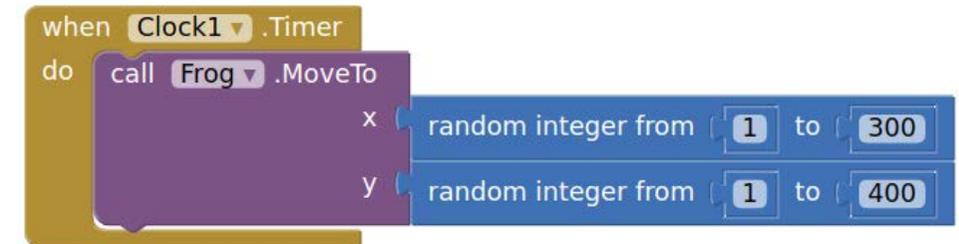
Getting Ready

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

Blocks Editor

What does it mean?

When the **Clock1.Timer** event is triggered, then **Frog.Move**To 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.