

**SEED****PURPOSE**

Specify the seed for random number generation. The seed should be a positive integer number (real numbers are truncated to integer values).

**DESCRIPTION**

Each distinct seed generates a different sequence of random numbers (the seed allows the random number generator to duplicate the same sequence of random numbers). The following should be noted in the choice of the seed:

1. Even integers are transformed to the odd number below it. That is, a seed of 506 is equivalent to a seed of 505.
2. The default value is the minimum seed. Although smaller seeds can be specified, they generate the same sequence of random numbers as the default seed does.

**SYNTAX**

SEED <iseed>

where <iseed> is an integer number or parameter that defines the seed.

**EXAMPLES**

SEED 357

SEED DEFAULT

**DEFAULT**

305

**SYNONYMS**

None

**RELATED COMMANDS**

RANDOM NUMBERS (LET) = Generate random numbers for various distributions..

**APPLICATIONS**

Random number generation

**IMPLEMENTATION DATE**

Pre-1987

**PROGRAM**

SEED 697

LET Y = NORMAL RANDOM NUMBERS FOR I = 1 1 100