

random() function is used to generate a random number **between** zero and one. e.g. 0.1, 0.9, 0.4, 0.6

```
$("#submit_button").click(function() {
    ball.effect("shake", "slow");
    ballText.effect("shake", "slow");
    numClicks++;
    console.log("Number of clicks: " + numClicks);
    var input = $.trim($("#input_box").val());

    if(input.length == 0){
        ballText.fadeOut("fast", function() {
            ballText.text("Don't gobblefunk around with words!4");
            ballText.fadeIn("fast");
        });
    }
    else if(input.indexOf("name") >= 0){
        ballText.fadeOut("fast", function() {
            ballText.text("Cat's don't have names. Now you people have
            names. That's because you don't know who you are. We
            know who we are, so we don't need names.");
            ballText.fadeIn("fast");
        });
    }
    else{
        ballText.fadeOut("fast", function() {
            ballText.text(ballResponse[1]);
            ballText.fadeIn("fast");
        });
    }
});
```

- 1 **Create** a new variable named **"number"** **inside** the else statement and **use** random() function to generate a random number. Your else statement will now look like the one below.

```
else {
    var number = Math.floor(
        (Math.random() * ballResponse.length) + 1
    );
    ballText.fadeOut("fast", function() {
        ballText.text(ballResponse[1]);
        ballText.fadeIn("fast");
    });
}
```

Tip: floor() function is used to round a number downward to its nearest whole number. e.g. 5.7 becomes 5