

Generate a random number to use in a transaction

Information:

Environment

- Dynatrace Recorder

Solution

In tests provisioned from Dynatrace Recorder scripts, you may sometimes need to enter a random number in a text field or select a random option from a drop-down list, as opposed to using the static values recorded in the script.

The JavaScript library has several functions that make this possible. You can use this JavaScript in a Custom action.

There are many ways to create a random number using JavaScript. Below are two methods which are commonly used in scripts.

Method One

The first method creates a random integer within a given time range. This method is used when you want to randomize a value that is submitted or selected. Use this JavaScript.

```
var randNum = Math.round(Math.random() * MAXVAL);
```

Replace `MAXVAL` with the maximum value your random integer can be. This line will set the `randNum` variable to any integer between 0 and your `MAXVAL`.

If you need a minimum value (denoted as `MINVAL`) as well, the JavaScript should look like:

```
var randNum = Math.round(Math.random() * (MAXVAL - MINVAL)) + MINVAL;
```

Method Two

The second method of creating a random number uses the current timestamp. This method is frequently used when a unique number is needed every time.

Use this JavaScript:

```
var hour = d.getHours();
var minute = d.getMinutes();
var month = d.getMonth();//This will return the month number between 0
(January) and 11 (December)
var year_4digit = d.getFullYear();
var year_2digit = d.getYear();
var seconds = d.getSeconds();
var day = d.getDay(); // This will return the weekday number between 0
(Sunday) and 6 (Saturday)
```

