**SeedRandom**

- `SeedRandom[n]` resets the pseudorandom number generator, using the integer `n` as a seed.
- `SeedRandom[]` resets the generator, using as a seed an external quantity such as the exact time of day.

You can use `SeedRandom[n]` to make sure you get the same sequence of pseudorandom numbers on different occasions.
- You can also use `SeedRandom["string"]`, although the seed set in this way may be different on different computer systems. ■ See page 343. ■ See also: `Random`.