

Forum:[Hack Forums](#)

Thread: [Advanced Random Module](#)

BerryP - November 21, 2014, 11:50 am

Hey, I am quickly sharing this source with you. Its a module with witch you can generate random chars and strings. But it has some advanced options.

I needed it for a program and thought to share it with the community :)

Here are all the options it got:Letters,Numbers

Letters

Letters small

Letters big

Numbers

Letters small, numbers

Letters big,Numbers

Letters,Numbers,Special

Numbers,Special

Everything

Module

PHP Code

<?php

Module RandomGenerator

```
''' <summary>
```

```
''' Module created my Maember @ HF. Please, leave credits if you share the code.
```

```
''' </summary>
```

```
''' <remarks></remarks>
```

```
Private Random As New Random(Environment.TickCount)
```

```
Friend Enum RandomStringType As Byte
```

```
Alphanumeric = 0
```

```
Letters = 1
```

```
Lowercase = 2
```

```
Uppercase = 3
```

```
Numeric = 4
```

```
UppercaseNumeric = 5
LowercaseNumeric = 6
AlphanumericSpecial = 7
NumericSpecial = 8
Everything = 9
End Enum
```

```
Friend Function RandomString(ByVal fromL As Integer, ByVal toL As Integer) As String
    Return GenerateRandom(Random.Next(fromL, toL + 1), RandomStringType.Letters)
End Function
```

```
Friend Function GenerateRandom(ByVal length As Integer, ByVal type As RandomStringType
) As String
    Dim r As String = ""
    For i As Integer = 0 To length - 1
        Select Case type
            Case RandomStringType.Everything
                r &= RandomEverything()
            Case RandomStringType.Letters
                r &= RandomLetter()
            Case RandomStringType.Uppercase
                r &= RandomUpperCase()
            Case RandomStringType.Lowercase
                r &= RandomLowerCase()
            Case RandomStringType.UppercaseNumeric
                Select Case RandomNumber(0, 1)
                    Case 0
                        r &= RandomUpperCase()
                    Case 1
                        r &= RandomNumber()
                End Select
            Case RandomStringType.LowercaseNumeric
                Select Case RandomNumber(0, 1)
                    Case 0
                        r &= RandomLowerCase()
                    Case 1
                        r &= RandomNumber()
                End Select
            Case RandomStringType.Alphanumeric
                Select Case RandomNumber(0, 1)
                    Case 0
                        r &= RandomLetter()
                    Case 1
                        r &= RandomNumber()
                End Select
            Case RandomStringType.AlphanumericSpecial
                Select Case RandomNumber(0, 2)
                    Case 0
                        r &= RandomLetter()
                    Case 1
                        r &= RandomNumber()
                    Case 2
                        r &= RandomSpecial()
                End Select
        End Select
    Next i
    Return r
End Function
```

```

    End Select
    Case RandomStringType.Numeric
    r &= RandomNumber()
    Case RandomStringType.NumericSpecial
    Select Case RandomNumber(0, 1)
    Case 0
    r &= RandomSpecial()
    Case 1
    r &= RandomNumber()
    End Select
End Select
Next
Return r
End Function

```

```

Friend Function GenerateRandom(ByVal fromL As Integer, ByVal toL As Integer, ByVal type As
RandomStringType) As String
    Return GenerateRandom(RandomNumber(fromL, toL), type)
End Function

```

```

Friend Function RandomNumber() As Char
    Return ChrW(Random.Next(48, 58))
End Function

```

```

Friend Function RandomNumber(ByVal fromL As Integer, ByVal toL As Integer) As Integer
    Return Random.Next(fromL, toL + 1)
End Function

```

```

Friend Function RandomUpperCase() As Char
    Return Chr(Random.Next(65, 91))
End Function

```

```

Friend Function RandomLowerCase() As Char
    Return Chr(Random.Next(97, 123))
End Function

```

```

Friend Function RandomLetter() As Char
    Select Case RandomNumber(0, 1)
    Case 1
    Return RandomUpperCase()
    Case 0
    Return RandomLowerCase()
    End Select
    Return Nothing
End Function

```

```

Friend Function RandomSpecial() As Char
    Return Chr(Random.Next(33, 64))
End Function

```

```

Friend Function RandomLetterNumericSpecial() As Char
    Select Case RandomNumber(0, 2)
    Case 0

```

```

        Return RandomLetter()
    Case 1
        Return RandomNumber()
    Case 2
        Return RandomSpecial()
End Select
Return Nothing
End Function

```

```

Friend Function RandomEverything() As Char
    Select Case RandomNumber(0, 9)
    Case 0
        Return RandomLetter()
    Case 1
        Return RandomNumber()
    Case 2
        Return RandomSpecial()
    Case 3
        Return RandomChar(123, 128)
    Case 4
        Return RandomChar(130, 140)
    Case 5
        Return Chr(142)
    Case 6
        Return RandomChar(145, 156)
    Case 7
        Return RandomChar(158, 159)
    Case 8
        Return RandomChar(161, 172)
    Case 9
        Return RandomChar(174, 255)
    End Select
    Return Nothing
End Function

```

```

Friend Function RandomChar(ByVal fromL As Integer, ByVal toL As Integer) As Char
    Return Chr(RandomNumber(fromL, toL))
End Function

```

End Module

This is how you use it:

```
Code RandomGenerator.GenerateRandom(10, 15, RandomStringType.Everything)
```

Will generate things like that:

«ÇỖd*©5.2

!Ž^a-Ÿ‡©Ž‡»

«4™€ŠœŽ}Ž}|,ö

Hope you like it ??

If you find bugs dont hestiate to write them in the thread ?

Peace ?

Nivarka - November 21, 2014, 12:18 pm

Thanks!

I need something like this for a project I'm working on.

As part of a login reset I'm having the system email the user with a random generated string, and storing that string in the database. If the user enters the string from their email, they can reset the password.

This will help a lot with that, much more secure than the standard way of doing things.

BerryP - November 21, 2014, 2:13 pm

Hey, always love to hear good reviews from HQ members. ?

Cool that it helped you.

Peace ?

taktaktak - November 21, 2014, 4:22 pm

Thanks for the post, may actually come in handy!

Hiiro - November 21, 2014, 4:55 pm

You should rename the enums to their technical terms like for example:

LettersNumbers

>

Alphanumeric

I think that would be cool,
thanks for the contribution I think most people would find this useful. :P

IAmNotHere - November 21, 2014, 6:27 pm

Good written source, without errors and doing as supposed. Thank you.

Edit:

Quote:Letters,Numbers

Letters

Letters small

Letters big

Numbers

Letters small, numbers

Letters big,Numbers

Letters,Numbers,Special

Numbers,Special

Everything

Just a tip.

Where "Letters" you can let the the source code user know that you mean Letter "UPPERCASE" and Letter "lowercase" combined.

For the rest I have a cool string generator now.

Regards.

He B TeMy - November 22, 2014, 6:17 am

(Nov 21, 2014 07:27 PM)IAmNotHere Wrote: [\[CITE\]](#) Good written source, without errors and doing as supposed. Thank you.

Edit:

Just a tip.

Where "Letters" you can let the the source code user know that you mean Letter "UPPERCASE" and Letter "lowercase" combined.

For the rest I have a cool string generator now.

Regards.

"Good written source" coming from a guy who made

<https://hackforums.net/showthread.php?tid=4539753>

IAmNotHere - November 22, 2014, 7:06 am

Probably I can't beat you, but I have a c++ crypter.

BerryP - November 22, 2014, 7:48 am

(Nov 21, 2014 05:55 PM)Austrix Wrote: [\[CITE\]](#) You should rename the enums to their technical terms like for example:

LettersNumbers

>

Alphanumeric

I think that would be cool,

thanks for the contribution I think most people would find this useful. :P

Going to do that, I am not an native speaker and didnt know the real terms ? ?

Thank you, for the suggestion and the positive feedback :)

@Glory2Hypno Thanks for the positive feedback ?

@IAmNotHere Thanking you too :) Yes, I am going to change that ?

Peace to all

Peace ?

Edit: Changed the enum names. ?