

# Lesson 10: Designing Simulations

## Cool Down: The Best Power-Up

Elena is programming a video game. She needs to simulate the power-up that the player gets when they reach a certain level. The computer can run a program to return a random integer between 1 and 100. Elena wants the best power-up to be rewarded 15% of the time.

Explain how Elena could use the computer to simulate the player getting the best power-up at least 2 out of 3 times.