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Nov 20, 2015 Stardock Start8 1.41 Full Final Pre-Activated-PainteR Start8 1.41 Final Pre-Activated-PainteR Nov 20, 2015 Stardock Start8 1.41 Final Pre-Activated-PainteR Start8 1.41 Final Pre-Activated-PainteR Q: Efficiently generate random non-repeating letters in Lua I need a way to randomly generate letters for a text string with the following criteria: Each letter should be different There should be no repeated letters I've tried several variations of this code which will generate letters between a and z, but they are all found to have a repeating letter: function shuffledLetters(n) for i = 1,n do local r = math.random(26) local e = string.char(string.byte(r)) end end How would you perform this in a more efficient manner? A: function shuffleletters(n) local letters = { } for i = 1, n do letters[i] = i end table.sort(letters) while true do local r = math.random(n) local i = letters[r] letters[i] = nil table.remove(letters, i) end return ''.join(tostring(i) for i in letters) end The algorithm is simple. Select a random index in the table, and if it's not nil, use it; otherwise, "swap" it with a nil. This is not very efficient. For each application of the algorithm, the lookup table needs to be created, and then recreated with every call. If the input sequence is very large, then the table creation may slow things down. An other solution is to preallocate a table and then make only one linear pass through the table to find the first non-nil entry. Edit: forgot to 82138339de

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