Recipe 2.11. Generate random peptides

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1. Problem

You want to generate random pepides.

2. Solution

The object `PeptideGenerator` is a simple generator of {@code Peptide} based on 2 possible set of amino-acids: the standard one and the extended one. This class imo is too simple to be used like that.

```
Peptide peptide =
        PeptideGenerator.newRandomStdInstance(20, 1, 0.05);

// H_NQVDAN({35.57})TQ({33.33})TRWPRGVGFYT({14.48})H_HO
System.out.println(peptide);
```

3. Discussion

4. See Also