

CS150 Introduction to Computer Science

Supplement to Assignment 3

Following are some helpful resources for the assignment.

- Set the maximum number of guesses that the user can make to 3. This should be a constant.
- The first number of the range must be a zero or one
- The second number of the range must be positive
- You are to continue asking the user for those numbers until they are valid

The following program outputs random numbers in the range 0 to 100:

```
#include "stdafx.h"
#include <iostream>
#include <cstdlib>      // needed for rand()
#include <ctime>        // needed for time(0)

using namespace std;

int main()
{
    int count = 5, num;

    // seed the random number generator
    srand(time(0));

    while(count > 0)
    {
        // outputs a random number between 0 and 100
        num = rand() % 101;

        cout << "The random number is: " << num << endl;

        count -= 1;
    }

    return 0;
}
```

Test this program. What happens if you remove the line - `srand(time(0));` ?

You'll find that the random numbers generated every time you run the program are the same. We'll talk more about this in class.