

Random Numbers in Traditional C++

Exercises

- What does `rand()` do?
- What does `RAND_MAX` signify?
- Write a simple program which uses `rand()` to display a random number
- Run the program again. What do you notice?

- Write a simple program which uses rand() to
 - a) Print out a floating point number with a random value between 0 and 1
 - b) Print out ten integers with random values between 0 and 100

- Give some disadvantages of using rand()

- Explain how to seed the generator used by `rand()`
- What is a popular technique for doing this?
- Alter your program from the last exercise so it seeds the generator in this way
 - You may need to include the `<ctime>` header
- Run the program again. What do you notice?
- Give a drawback of the seeding technique you used