// Number Game

#include <iostream>

#include <iomanip>

#include <ctime>

using namespace std;

bool compareArrays(int[], int[]);

const int SIZE = 5;

/\*void shopValues(int nums[], int size)

{

for (int index = 0; index < size; index++)

cout << nums[index] << " ";

cout << endl;

} \*/

int main()

{

/\*const int SIZE = 5;

int numbers[SIZE];

int count;

int highest;

highest = numbers[0];

for (int &val : numbers)

{

cout << "Enter an integer value: ";

cin >> val;

}

for (count = 1; count < SIZE; count++)

{

if (numbers[count] > highest)

highest = numbers[count];

}

cout << "\nhighest " << highest << endl;

int lowest;

lowest = numbers[0];

for (count = 1; count < SIZE; count++)

{

if (numbers[count] < lowest)

lowest = numbers[count];

}

cout << "\nlowest " << lowest << endl;

\*/

int userArray[SIZE];

int lotteryArray[SIZE];

int count = 0;

int sameCount = 0;

for (int &userNum : userArray)

{

cout << "Please enter a value for the Array: ";

cin >> userNum;

userArray[count] = userNum;

}

for (int count2 = 0; count2 < SIZE; count2++)

{

lotteryArray[count2] = rand() % 9;

}

compareArrays(userArray, lotteryArray);

cout << "Lottery Array: " << endl;

for (int x = 0; x < SIZE; x++)

{

cout << lotteryArray[x] << ",";

}

cout << "\nUser Array: " << endl;

for (int x = 0; x < SIZE; x++)

{

cout << userArray[x] << ",";

}

for (int x = 0; x < SIZE; x++)

{

if (userArray[x] == lotteryArray[x])

{

sameCount++;

}

}

cout << "Matching Digits: " << sameCount << endl;

system("pause");

return 0;

}

bool compareArrays(int userArray[], int lotteryArray[])

{

bool arrayEqual = true;

int count3 = 0;

while (arrayEqual && count3 < SIZE)

{

if (userArray[count3] != lotteryArray[count3])

{

arrayEqual = false;

}

count3++;

}

if (arrayEqual)

cout << "Arrays are equal" << endl;

else

cout << "Arrays are not equal" << endl;

return arrayEqual;

}