Following libraries need to be included:

cstdlib : for rand() and srand()

ctime : for time(0)

format : for format()

```
constexpr auto& random_greeting()
```
constexpr is evaluated at compile time while rand() and srand() runtime functions and can't be used inside constexpr so constexpr should be deleted.

```
static constexpr std::array greetings
```
This is correct but it is better to complete the array with type and size:

```
static constexpr std::array<const char* , 5> greetings
```

```
srand(std::strlen(__func__));
```
It is better to call srand() in main() because it is only needed to be called once and using time(0) makes sure that numbers are random.

```
std::srand(std::time(0));
```

Corrected code:

```cpp
#include <array>
 #include <cstring>
 #include <iostream>
 #include <cstdlib>
 #include <ctime>
 #include <format>

  auto& random_greeting(){
    static constexpr std::array<const char* , 5> greetings = {
      "Hello World",
      "Hola Mundo",
      "Bonjour le monde",
      "Hallo Welt",
      "Ciao Mondo"
   };

   return greetings.at(std::rand() % greetings.size());
}

auto main() -> int{
   std::srand(std::time(0));
   std::cout << std::format("{}\n", random_greeting());
}
```

Outputs:

The code will print one of the five greetings randomly each time it is run.

Hello World

Hola Mundo

Bonjour le monde

Hallo Welt

Ciao Mondo