/\*Flags Program

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Chapter 10

use srand((unsigned) time(NULL)), (rand()%range) + min and looping

to generate 20 flags as structs

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#include<iostream>

#include<string>

#include<stdlib.h>

#include<time.h>

using namespace std;

string toString(flag f);

struct flag

{

string color;

int numstars;

float price;

};

int main()

{

int x, c,nums;

float p;

string arrcolors[9];

arrcolors[1] = "Blue";

arrcolors[2] = "Black";

arrcolors[3] = "White";

arrcolors[4] = "Green";

arrcolors[5] = "Red";

arrcolors[6] = "Magenta";

arrcolors[7] = "Yellow";

arrcolors[8] = "Cyan";

flag arrflags[20];

//srand is a function that sets the seed for rand based on time

srand((unsigned)time(NULL));

//get user input

//cout << "enter min value: ";

//cin >> min;

//cout << "enter max value: ";

//cin >> max; \

//find range

//range = max - min + 1;

//Random number generator and output

for (x = 0; x < 20; x++)

{

nums = (rand() % 50) +1;

c= (rand() % 8) + 1;

p = ((rand() % 2001) + 500)/100;

arrflags[x].color = arrcolors[c];

arrflags[x].numstars= nums;

arrflags[x].price = p;

cout << toString(arrflags[x]);

}

return 0;

}

string toString(flag f)

{

return "Color: " + f.color + "\n" +

"# of stars: " + to\_string(f.numstars) + "\n" +

"price: " + to\_string(f.price)+"\n"+"\n";

}