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Section:: B:

Lab :: 2

Task 5:

#include<iostream>

#include<time.h>

using namespace std;

void game();

bool flage=true;

char decision,loss\_win;

int main()

{

while(flage==true)

{

game();

}

system("pause");

return 0;

}

void game()

{

int random[5]={0},user[5]={0};

int temp=0,location=0;

srand(time(NULL));

for(int i=0; i<5; i++)

{

random[i]=rand() % 40+1;

}

for(int second=1; second<5; second++)

{

if(random[second]<random[second-1])

{

temp=random[second];

location=second;

do

{

random[location]=random[location-1];

location--;

}

while(location>0 && random[location-1]>temp);

random[location]=temp;

}

}

for(int i=0; i<5; i++)

{

cout<<random[i]<<" ";

}

cout<<"guss the 5 no number in assending order between 1 to 40"<<endl;

for(int i=0; i<5; i++)

{

cin>>user[i];

}

for(int i=0; i<5; i++)

{

if(random[i]==user[i])

{

loss\_win='w';

}

else

{

loss\_win='l';

break;

}

}

if(loss\_win=='w')

{

cout<<"you win the game"<<endl;

}

else

{

cout<<"you loss the game"<<endl;

}

cout<<"press p for play game again\npress E for exit the game "<<endl;

cin>>decision;

if(decision=='p'||decision=='P')

{

flage=true;

}

else

{

flage=false;

}

}

Result:

