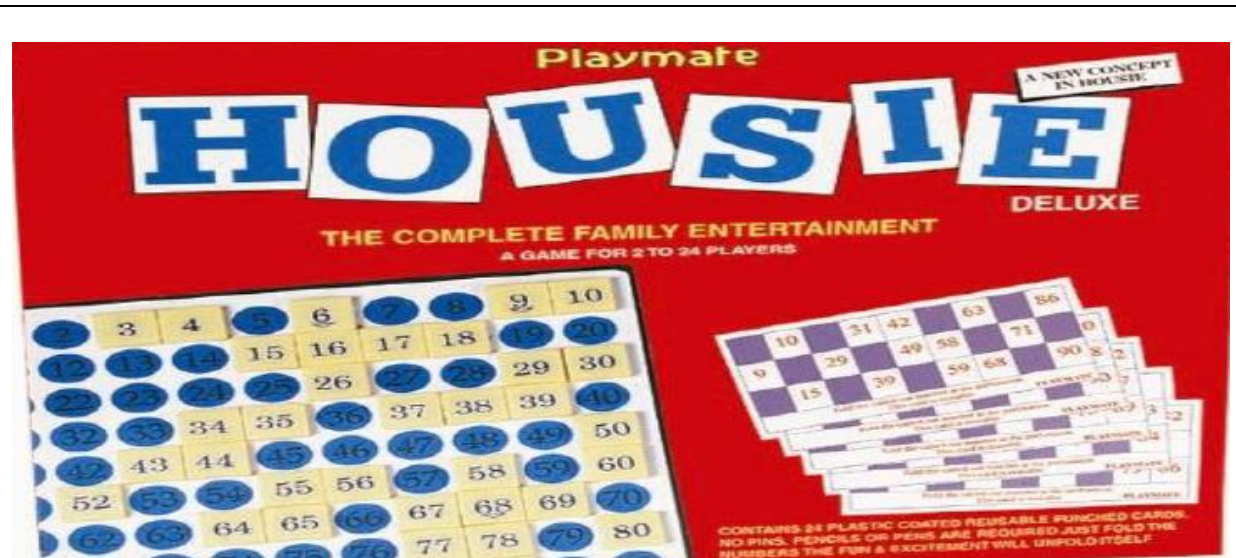# CREATIVE PROBLEM SOLVING

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HOUSIE SHUFFLE

CONCEPTS: *Loop, Linked List, Random Number Generator*
LEVEL: *Easy*

TAMBOLA/HOUSIE is a game where randomly numbers are announced between 1 and 90 and each player holds one or more tickets containing exactly 15 numbers. They encircle matching numbers to win prizes like:

1. Early Seven
2. Corners
3. Full House etc.

PROBLEM STATEMENT
Given a number N. Write a function that generates and returns a random shuffle of numbers 1 to N.

Input
N - Total Numbers

Ouptut
A random sequence of numbers.

Sample Input
9

Sample Output
5 3 4 6 7 8 9 1 2