

Applied Computer Programming
Mr. Neat

Slots_Random

This program is the first program in a series, designed to turn your computer into a slot machine. So far, every time you enter a value from the keyboard, you have to hit the enter key after you are done. This would be a limitation for the slot machine. It would be better if you didn't have to hit the enter key at all and that you did not see the key you entered on the screen. There is a built in method in C++ called `getch()`. Do the following for this lab.

- 1) Place a framed box in the center of your screen.
- 2) Each time you hit a key (which one is your choice), a random number between 0 and 100 should show up in the center of the box.
- 3) When you get tired of generating random numbers, hit the "q" key and your program should stop.

An example output between key strokes is shown below:

```
%%%%%%%%%
%          %
%          %
%    31    %
%          %
%          %
%%%%%%%%%
```