//Random Number Generation Demo

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#include <iostream>

#include <cstdlib>

#include <ctime>

using namespace std;

int main()

{

int die1, die2, total;

//Initialize random number generator

srand(time(0));

//Generate 50 random numbers from 2 to 12

for (int i = 1; i <= 50; i++)

{

die1 = rand() % 6 + 1;

die2 = rand() % 6 + 1;

total = die1 + die2;

cout << total << " ";

}

cout << endl;

return 0;

}

// Functions1.cpp

// Demonstrates the use of pass by value

//Author: nmessa

//Date: 2/8/2016

#include <iostream>

using namespace std;

//Function Prototype

int add(int, int);

int main()

{

//Declare variables

int number1, number2, sum;

//Input two integers

cout << "Enter a number: ";

cin >> number1;

cout << "Enter a number: ";

cin >> number2;

//Send numbers to function and get back the sum

sum = add(number1, number2);

//Output the result

cout << number1 << " + " << number2 << " = " << sum << endl;

return 0;

}

//Function add returns the sum of the two parameters that

//are sent to it

int add(int x, int y)

{

int answer;

answer = x + y;

return answer;

}

// Functions2.cpp

// Demonstrates the use of pass by value

// Using a void return function

//Author: nmessa

//Date: 2/8/2016

#include <iostream>

using namespace std;

//Function Prototype

void add(int, int);

int main()

{

//Declare variables

int number1, number2, sum;

//Input two integers

cout << "Enter a number: ";

cin >> number1;

cout << "Enter a number: ";

cin >> number2;

//Send numbers to function and which calculates

//and prints sum

add(number1, number2);

return 0;

}

//Function add returns void and prints the sum of the two parameters that

//are sent to it

void add(int x, int y)

{

int answer;

answer = x + y;

//Output the result

cout << x << " + " << y << " = " << answer << endl;

}