WYNIKI:

```
wymiar 0: objetosc kuli = 1
wymiar 1: objetosc kuli = 1
wymiar 2: objetosc kuli = 0.785339
wymiar 3: objetosc kuli = 0.523326
wymiar 4: objetosc kuli = 0.308287
wymiar 5: objetosc kuli = 0.164729
wymiar 6: objetosc kuli = 0.081382
wymiar 7: objetosc kuli = 0.037122
wymiar 8: objetosc kuli = 0.015808
wymiar 9: objetosc kuli = 0.006445
wymiar 10: objetosc kuli = 0.002507
```

Kod programu:

```
#include<iostream>
#include<cstdlib>
#include<cmath>
using namespace std;
long int precision = 1000000;
double from0To1(){
          double result = (rand() % 100);
          return result / 100;
}
double circuitSphere(int size)
{
          long int trueShot = 0;
          for (long int i = 0; i< precision; i++)
          {</pre>
```

```
double vLenght = 0;
                 for (int z = 0; z < size; z++)
                 {
                         double random = from0To1();
                         vLenght += (random - 0.5)*(random - 0.5);
                 }
                 vLenght = sqrt(vLenght);
                 if (vLenght <= 0.5){trueShot++; }</pre>
        }
        return trueShot * 1.0 / precision;
}
int main(){
        for (int i = 1; i < 11; i++)
                 cout << "wymiar " << i << ": objetosc kuli = " << circuitSphere(i) << endl;</pre>
        system("pause");
        return 0;
}
```