



General Category: Time Complexity - 20.1.2024

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <time.h>
```

```
void shuffle(int *a1, int *a2, int *a3)
```

```
{  
    srand(time(NULL));
```

```
    *a1 = rand() % 100;
```

```
    *a2 = rand() % 100;
```

```
    *a3 = rand() % 100;
```

```
}
```

```
int main()
```

```
{  
    int a1, a2, a3;
```

```
    shuffle(&a1, &a2, &a3);
```

```
    printf("Numbers generated: %d <= %d <= %d\n",
```

```
    if((a1 >= a2) && (a2 >= a3) && (a3 >= a1))
```

```
    printf("Numbers generated: %d <= %d <= %d\n",
```

Gabriel Catayana Faria Oliveira - 20.1.4004

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <time.h>
```

```
void shuffle (int *m1, int *m2, int *m3)
```

```
{
```

```
    rand (time(NULL));
```

```
    *m1 = rand() % 100;
```

```
    *m2 = rand() % 100;
```

```
    *m3 = rand() % 100;
```

```
}
```

```
int main () {
```

```
    int m1, m2, m3;
```

```
    shuffle (&m1, &m2, &m3);
```

```
    if ((m1 >= m2) && (m1 >= m3) && (m2 >= m3))
```

```
        printf ("Numeros gerados: %d <= %d <= %d \n", m3, m2, m1);
```

```
    if ((m2 >= m1) && (m2 >= m3) && (m1 >= m3))
```

```
        printf ("Numeros gerados: %d <= %d <= %d \n", m3, m1, m2);
```

```
if ((m3 >= m1) && (m3 >= m2) && (m2 >= m1))
```

```
printf("Numeros generados: %d <= %d <= %d\n", m1, m2, m3);
```

```
if ((m2 >= m1) && (m2 >= m3) && (m2 >= m1))
```

```
printf("Numeros generados: %d <= %d <= %d\n", m1, m3, m2);
```

```
if ((m3 >= m1) && (m3 >= m2) && (m1 >= m2))
```

```
printf("Numeros generados: %d <= %d <= %d\n", m2, m1, m3);
```

```
if ((m1 >= m3) && (m1 >= m2) && (m3 >= m2))
```

```
printf("Numeros generados: %d <= %d <= %d\n", m2, m3, m1);
```

```
return 0;
```

```
}
```