COEN 10
Lab 5

Lab 5 – Multiplication Game

❖ You will create a multiplication game

❖ How it works

◆ The game gives two random numbers

◆ The user gives the multiplication

◆ The game checks the answer and output the result

◆ The game repeats for 10 times

◆ At the end the game shows the user the score in percentage.

Lab 5 – Multiplication Game

❖You will C in Mac OS

◆Use your Mac OS account

- The home directory
- You don't need to do this on the web server

◆Edit the program using vi in the terminal

- The program needs to be a ".c" file

◆Compile with gcc

gcc name.c

◆Execute

./a.out

Lab 5 – Multiplication Game

❖ Write a main function

◆ Which executes 10 times

◆ Each time generates 2 numbers and shows to the user (printf)

◆ Reads the answer (scanf)

◆ Checks the result

◆ Counts the number of correct answers

◆ After 10 iterations, shows the user the score and returns

Lab 5 – Multiplication Game

❖ Functions

◆ scanf ( )

◆ printf ( )

◆ rand ( )

- returns a big number
- to generate a number between 0 and 12

  number = rand ( ) % 13;

◆ to seed the random function → srand ( )

- Use the time as a seed to make it more random

  srand ((int) time (NULL));

Lab 5 – Multiplication Game

❖ **When you are done**

◆ Demo

- Play the game on the terminal to the TA

◆ Submit

- Upload the source code to Camino
- Don't forget to put the following info on the top of the code:
  – Name
  – Lab section
  – Lab #