

## 과제 5

1)

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

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

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

```
double r_rand();
```

```
int main(void)
```

```
{
```

```
    int i;
```

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

```
    for(i=0;i<5;i++)
```

```
        printf("%f, ", r_rand());
```

```
    printf("%f\n", r_rand());
```

```
    return 0;
```

```
}
```

```
double r_rand()
```

```
{
```

```
    return (double) rand() / RAND_MAX + 1;
```

```
}
```

2)

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

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

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

```
void throw_dice(void);
```

```
int main(void)
```

```
{
```

```
    int i;
```

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

```
    for (i = 0; i<100; i++)
```

```
        throw_dice();
```

```
    return 0;
```

```
}
```

```
void throw_dice(void)
```

```
{
```

```
    static int one, two, three, four, five, six;
```

```

static int call_count = 0;
int face;

call_count++;
face = rand() % 6 + 1;
if (face == 1) one++;
else if (face == 2) two++;
else if (face == 3) three++;
else if (face == 4) four++;
else if (face == 5) five++;
else six++;

if (call_count == 100)
    printf("1: %d\n2: %d\n3: %d\n4: %d\n5: %d\n6: %d\n", one, two, three, four,
five, six);
}

```

3)

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

```
int my_mult(int n);
```

```

int main()
{
    int n, result;

    printf("정수를 입력하시오: ");
    scanf("%d", &n);

    result = my_mult(n);

    printf("1 부터 %d 까지의 곱: %d\n", n, result);
    return 0;
}

```

```

int my_mult(int num)
{
    if (num == 1)
        return num;
    else
        return num * my_mult(num - 1);
}

```

4)

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

```
int power(int base, int powerRaised);
```

```
int main(void)
```

```
{
```

```
    int base, powerRaised, result;
```

```
    printf("밑수: ");
```

```
    scanf("%d", &base);
```

```
    printf("지수: ");
```

```
    scanf("%d", &powerRaised);
```

```
    result = power(base, powerRaised);
```

```
    printf("%d^%d = %d\n", base, powerRaised, result);
```

```
    return 0;
```

```
}
```

```
int power(int base, int powerRaised)
```

```
{
```

```
    if (powerRaised == 0)
```

```
        return 1;
```

```
    else
```

```
        return (base*power(base, powerRaised - 1));
```

```
}
```