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Difficulty:	Medium
Requirements:	Man, standard library
Aims:	Get used to man

To solve the following tasks, you need to use some functions that may be new to you. No explanation is given on them, use *man* to find out how they work.

- Write a program that simulates a dice using the *rand()* function.
- **Experts:** Simulate "real" randomness that cannot be recreated.

Hints

- have a look at *srand()* as well.
- **Experts:** Choose the *seed* for *srand()* dynamically.
- **Experts:** What value is different *everytime* you start the program?