



Intro to Programming COEN 10

Lab 5 Multiplication Game in C

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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.

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Lab 5 – Multiplication Game

- You will use C in the 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
```

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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.

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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));
```

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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 #

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