In the second program, I have generated some random numbers whose limit is denoted as ‘c’ variable , ’a’ is the lower limit and ‘b’ is the upper limit between which the random numbers are to be generated. ‘z’ is the mid value of ‘a’ and ‘b’ to tell that 73% of the generated numbers are greater than and equal to the mid value ‘z’. ‘d’ variable is used to find frequency of the numbers greater than ‘z’ and ‘d1’ is used to find frequency of numbers less than ‘z’.

The numbers generated are put in a array. If the number on the index denoted by ‘i’ is greater than ‘z’, add 1 to ‘d’ and calculate percentage of numbers greater than ‘z’. If ‘per1’ is less than 73%, print that number, else make a number less than ‘z’ by subtracting ‘z’ from it. If the number on the index denoted by ‘I’ is less than ‘z’, add 1 to ‘d1’ and calculate percentage of numbers less than ‘z’. If ‘per2’ is less than equal to 27%, print generated number, else make a number greater than ‘z’ by adding ‘z’ to that generated number.