//random numbers

#include <iostream>

//you need this library to do the random number generator

#include <cstdlib>

//include ctime alows us to acces our clock

#include <ctime>

using namespace std;

int main()

{

//before we put ctime we woudl do srand(77)

//this would give us the same results though

// but now we do the following

/\* "time(0)this has the acces for the seconds since "some time in the past"

so it is constantly changing so time(0) appears random\*/

srand(time(0));

int i;

for (i=0; i<10; i++){

cout << 1 + (rand()%6)<< endl;

}

return 0;

}