/\*--------------------------------------------------\*/

/\* Lab 14. \*/

/\* You may print this out for yourself, but you \*/

/\* not required to turn it in. \*/

/\* This program generates and prints ten random \*/

/\* integers between user-specified limits. \*/

#include <stdio.h>

#include <stdlib.h>

int main(void)

{

/\* Declare variables and function prototypes. \*/

unsigned int seed;

int a;

int b;

int k;

int rand\_int(int a, int b); /\* function prototype \*/

char go\_on[3] = "y";

while (go\_on[0] == 'y' || go\_on[0] == 'Y')

{

/\* Get seed value and interval limits. \*/

printf("\nEnter a positive integer seed value: ");

scanf("%u",&seed);

srand(seed);

printf("\nEnter integer limits a and b (a<b): ");

scanf("%i %i",&a,&b);

/\* Generate and print ten random numbers \*/

printf("\nRandom Numbers: \n\n");

for (k=1; k<=10; k++)

printf("%i ",rand\_int(a,b));

printf("\n\n");

printf("Enter \"y\" or \"Y\" for YES if you wish to continue: ");

scanf("%s", go\_on);

}

/\* Exit program. \*/

printf("\n");

return EXIT\_SUCCESS;

}

/\*---------------------------------------------------\*/

/\* This function generates one random integer \*/

/\* between specified limits a and b (a<b). \*/

int rand\_int(int a, int b)

{

return rand()%(b - a + 1) + a;

}

/\*---------------------------------------------------\*/