Program to generate random numbers between 1 and 10:

```cpp
#include <iostream>
#include <ctime>
#include <cstdlib>
using namespace std;
int main()
{
    srand(time(0));  // Initialize random number generator.

    cout<<"Random numbers generated between 1 and 10:"<<endl;
    for(int i=0;i<10;i++)
        cout << (rand() % 10) + 1<<" ";
    return 0;
}
```

Taken from https://www.softwaretestinghelp.com/random-number-generator-cpp/#:~:text=C%2B%2B%20Random%20Number%20Between%201%20And%2010,-The%20next%20example&text=We%20call%20the%20srand%20function,function%20with%20modu le%2010%20operators.&text=srand%20(%20time%20(0))%3B%20%2F%2F%20Initialize%20random%20 20number%20generator.&text=In%20the%20above%20program%2C%20we%20generate%20the%2 0first%2010,numbers%20between%201%20and%2010.

Notes:

(i)   Rand generates random numbers in the interval 0 $-$ $RANDMAX$ (where $RANDMAX$ is a system constant that is guaranteed to be 32767 or larger).

(ii)   If you only use `rand` you will get the same sequence of random numbers each time you run your program.

(iii)   It is necessary to 'seed' the random number generator at the start of the program by calling `srand`, which require an integer parameter.

(iv)   If you use a fixed integer value to seed srand, you will still get the same sequence.

(v)   The usual way to avoid this is to seed this with the time(0) which returns the number of seconds since 00:00 hours, Jan 1, 1970.