1. （不定長度的引數列：計算乘積）撰寫一個程式來計算一連串整數的數值乘積，這些整數會以可變長度引數列傳給函式product。請以數個不同引數個數的呼叫，來測試你的程式。(30%)

2. （計算命令列引數）寫一個程式，經由輸入任意個數命令列引數，將其相乘並顯示結果。(提示: 使用cstdlib中的int atoi(const char \*str))

3. （多個檔案）請建構含有多個檔案來源的程式進行猜數字遊戲，其中一個檔案包括主程式，呼叫隨機亂數產生函數後，由使用者輸入任意一個數值(1~13)，再呼叫判斷函數進行判斷，若猜錯會繼續猜，直到猜對，輸出數字與總共猜了幾次、一個檔案隨機產生1到13之間的數值，一個檔案進行判斷是否猜對或猜錯，若猜錯，則回傳使用者輸入的數值比隨機產生的數值大或小。(40%)

1. ***(Variable-Length Argument List: Calculating Products)*** Write a program that calculates the product of a series of integers that are passed to function product using a variable-length argument list. Test your function with several calls, each with a different number of arguments.
2. ***(Adding Command-Line Arguments)*** Write a program that computes any command-line arguments of the program, and shows the result. (Note that you have to use the **int atoi(const char \*str)** defined in **cstdlib**)
3. ***(Multiple Source Files)*** Write a program that consists of three source files. One of the three files is the random function that generates a random number between 1 and 13; one is the checking function that checks if the player's guessed number is equal to the random number generated by the random function. If the player’s guessed number is greater or smaller than the generated random number, the checking function has to show the result to the player. In the main function of the third file, the player can input his guess number after the random number generated by the random function. After every guess made by the user, the program informs the user whether the guessed number was smaller, greater than the actual generated number. If the play guess number is equal to the random number, the main function will show the correct number and how many times the player has guessed.