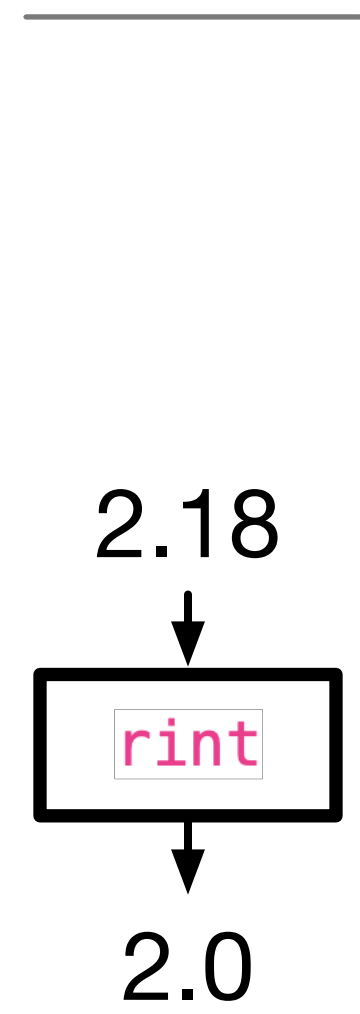
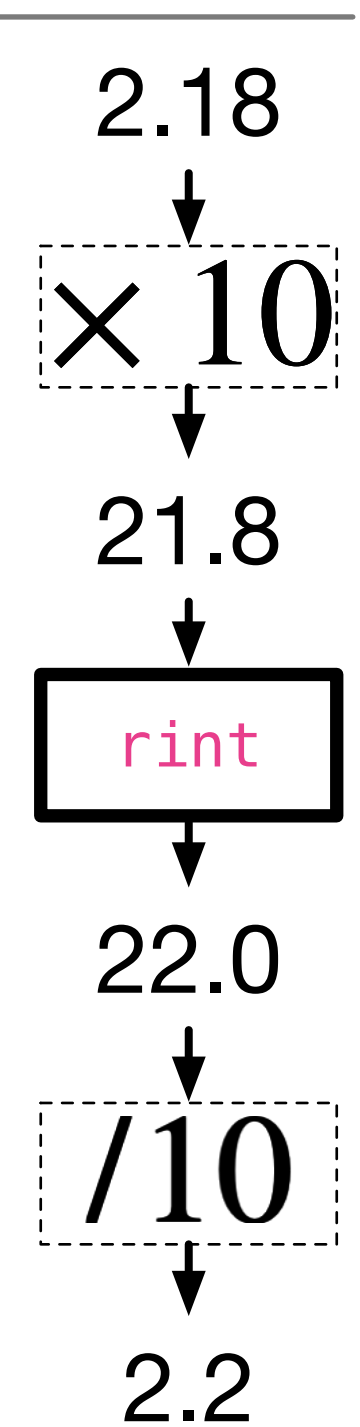


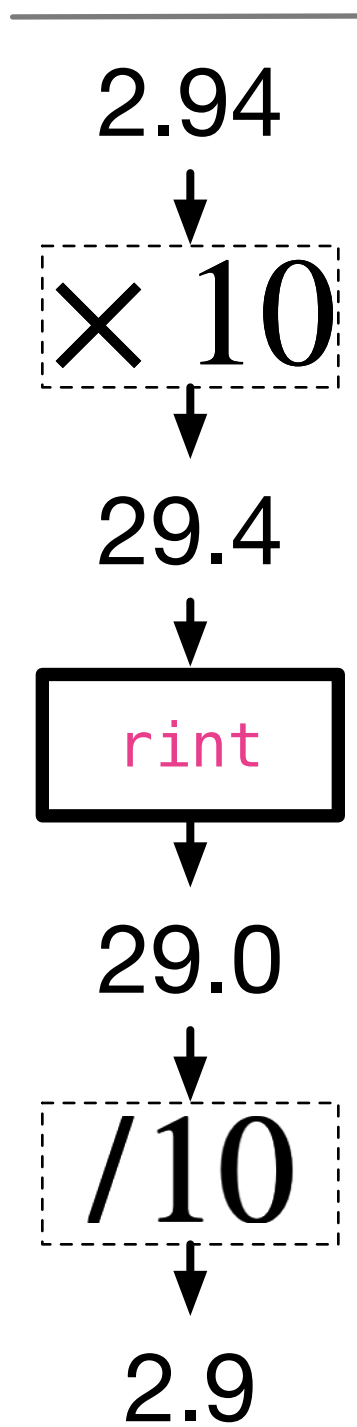
Trial 1 ❌



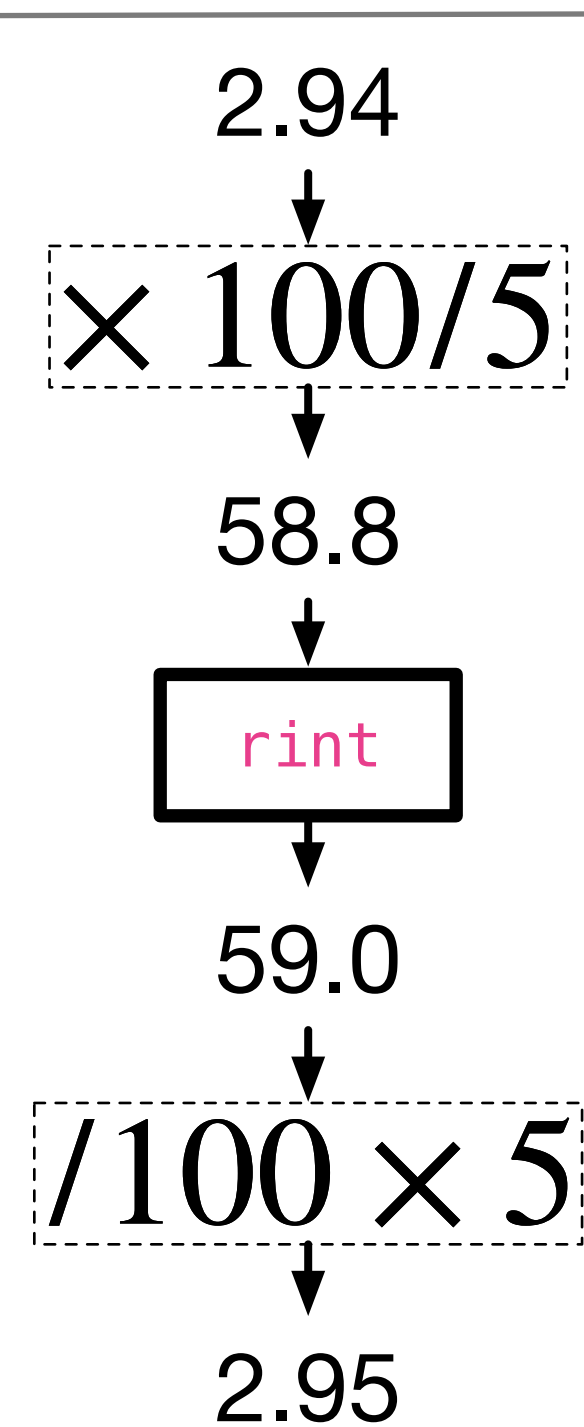
Trial 2 ✅



Trial 1 ❌



Trial 2 ✅



`void srand(unsigned int x);`

`srand(x)`

