

Austin Stephens

Assignment 3

2/7/16


1. My code successfully checks to see if the user entered a digit between 1 and 10 and then compares that digit with a randomly generated digit of the same range. If the user digit matches the random digit then it returns a success statement, if not it returns a failure statement.

```
C:\Users\iamam\Desktop\School\CECS 130\HW\HW 3\problem_01.exe
Number guessing game
Enter a digit between 1 to 10: q
You did not enter a digit.
-----
Process exited after 3.207 seconds with return value 0
Press any key to continue . . .
```

```
C:\Users\iamam\Desktop\School\CECS 130\HW\HW 3\problem_01.exe
Number guessing game
Enter a digit between 1 to 10: 1
I'm sorry you didn't guess the right number. Better luck next time!
-----
Process exited after 1.713 seconds with return value 0
Press any key to continue . . .
```

```
Select C:\Users\iamam\Desktop\School\CECS 130\HW\HW 3\problem_01.exe
Number guessing game
Enter a digit between 1 to 10: 1
Congratulations, you guessed the right number!
-----
Process exited after 3.857 seconds with return value 0
Press any key to continue . . .
```

3. My code successfully simulates rolling two dice. If the sum of the two dice is 7 or 11 the program outputs a win statement, if the sum is any other number the program outputs a lose statement.

 C:\Users\iamam\Desktop\School\CECS 130\HW\HW 3\problem_03.exe


Die 1: 2

Die 2: 5

Congratulations, the sum of the dice is 7, you win!

Process exited after 0.01156 seconds with return value 0

Press any key to continue . . .

 C:\Users\iamam\Desktop\School\CECS 130\HW\HW 3\problem_03.exe


Die 1: 5

Die 2: 6

Congratulations, the sum of the dice is 11, you win!

Process exited after 0.03683 seconds with return value 0

Press any key to continue . . .

 C:\Users\iamam\Desktop\School\CECS 130\HW\HW 3\problem_03.exe

Die 1: 3

Die 2: 1

I'm sorry, the sum of the dice is 4, you lose.

Process exited after 0.01835 seconds with return value 0

Press any key to continue . . .