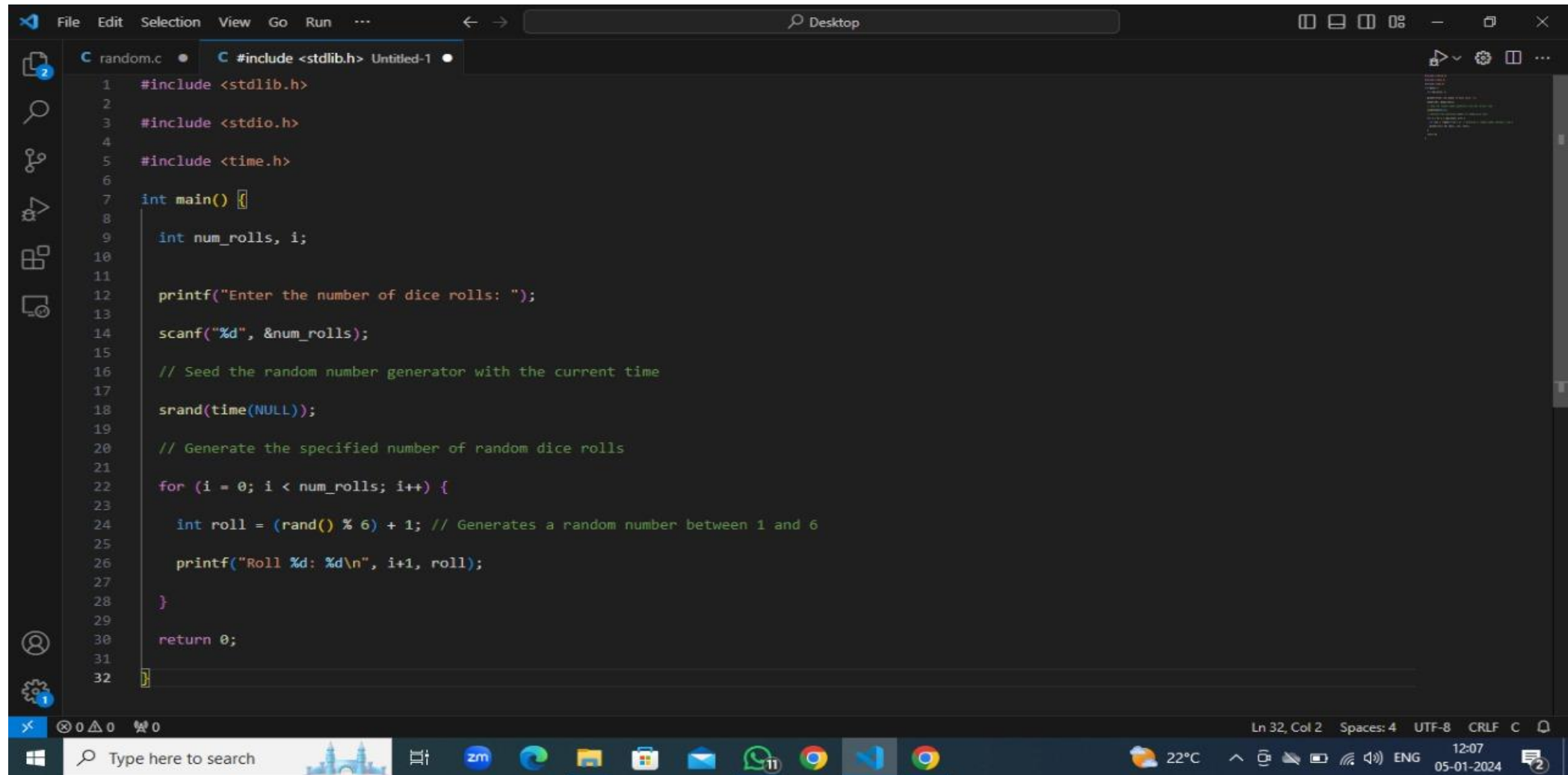## 1. Question : Rolling Dice Generator

In this scenario, we are creating a simple rolling dice game where the user can input the number of dice rolls they want to make. We will use **srand()** to seed the random number generator with the current time, ensuring that each run of the program will generate a different sequence of random numbers.
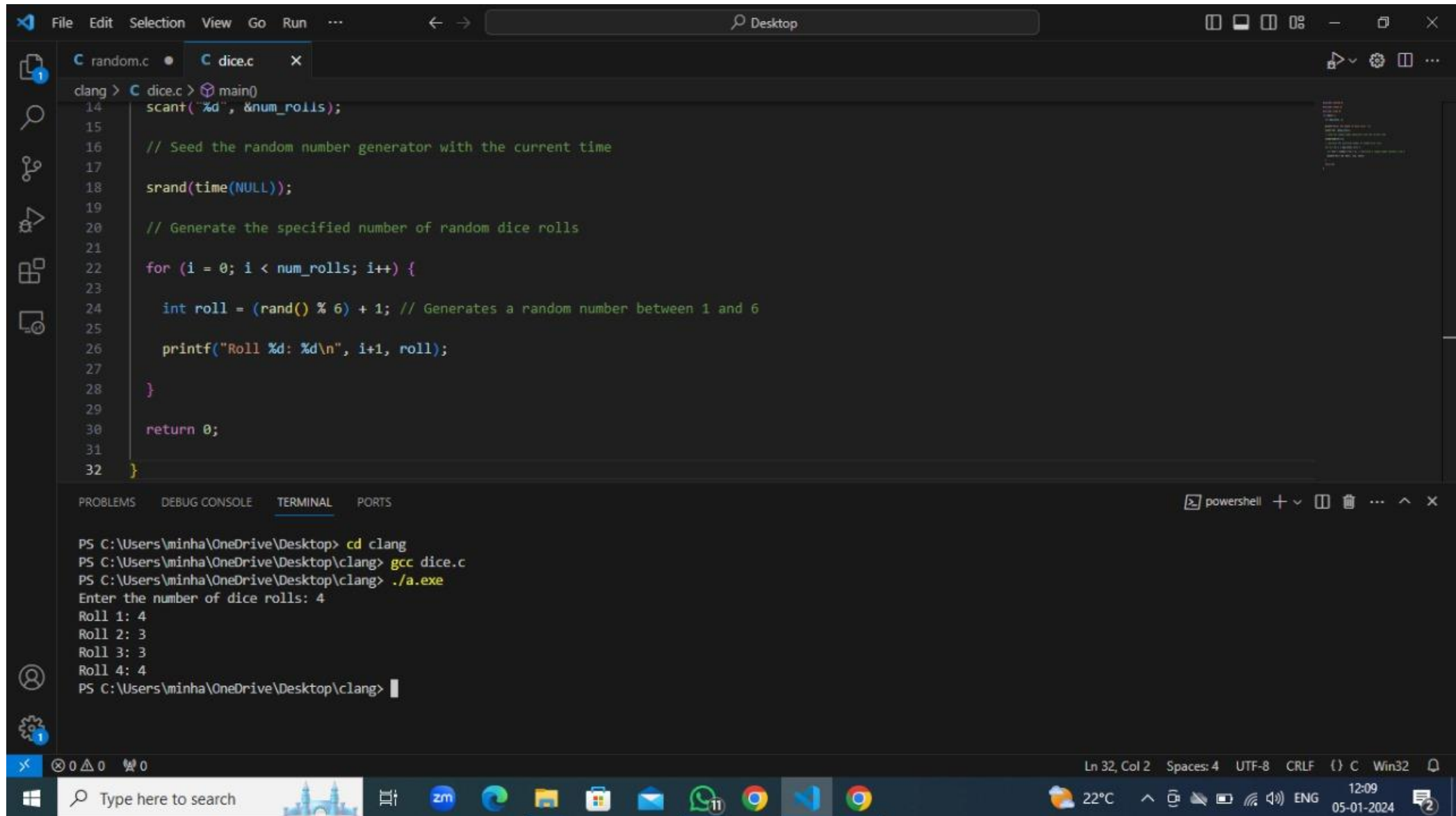
Program:

```c
#include <stdlib.h>

#include <stdio.h>

#include <time.h>

int main() {

    int num_rolls, i;


    printf("Enter the number of dice rolls: ");

    scanf("%d", &num_rolls);

    // Seed the random number generator with the current time

    srand(time(NULL));

    // Generate the specified number of random dice rolls

    for (i = 0; i < num_rolls; i++) {

        int roll = (rand() % 6) + 1; // Generates a random number between 1 and 6

        printf("Roll %d: %d\n", i+1, roll);

    }

    return 0;

}
```

Output: