```
1
     #include <iostream>
 2
     #include <fstream>
     #include <math.h>
 3
     #include <iomanip>
 4
 5
 6
     using namespace std;
 7
 8
     const int maxnum = 10000;
     const double bound = 50000.0;
 9
10
11
     int main() {
12
     double num;
13
     double method;
     int i = 0;
14
15
     ofstream outf;
16
     outf.open("outputfile.txt");
17
     //Variables For Checking Random-ness:
     int positive = 0, negative = 0, lowestfourth = 0, lowerfourth= 0, higherfourth= 0,
18
                                                                                                   ₹
     highestfourth=0;
19
20
     while (i<maxnum) {</pre>
21
         method = rand() %6+1;
22
         if (method ==1) {num = rand() / cos(num);}
23
         if (method ==2) {num = rand() / cos(num) + num;}
24
         if (method ==3) {num = rand() / cos(num) -rand();}
25
         if (method ==4) {num = rand() /\cos(\text{num}) *-1;}
26
         if (method ==5) {num = rand() * cos(num);}
27
         if (method ==6) {num = rand() / cos(num) +rand();}
28
29
         if (abs(num) < bound) {</pre>
30
              outf << fixed << setprecision(3) << setw(13) << num << endl;
31
              i++;
32
              //Calculating Randomness:
33
              if (num <=0) negative = negative + 1;</pre>
34
              else positive = positive + 1;
35
              if (num \leq -25000 && num \geq -50000) lowestfourth = lowestfourth +1;
36
              else if (num > -25000 && num <= 0) lowerfourth = lowerfourth + 1;
37
              else if (num > 0 && num <= 25000) higherfourth = higherfourth +1;</pre>
38
              else highestfourth++;
39
         }
40
     //Checking Randomness:
41
42
     cout << endl << "Positive: " << positive << endl;</pre>
43
     cout << "Negative: " << negative << endl;</pre>
     cout << "Lowestfourth: " << lowestfourth << endl;</pre>
44
45
     cout << "Lowerfourth: " << lowerfourth << endl;</pre>
46
     cout << "Higherfourth: " << higherfourth << endl;</pre>
47
     cout << "Highestfourth: " << highestfourth << endl;</pre>
48
     system("pause");
49
     }
50
```