#include<iostream>

using namespace std;

#include<stdio.h>

#include<stdlib.h>

#include<time.h>

int compute(int rand\_s,int result,int a,int b)

{

switch (rand\_s)

{

case 0:

{

if (result == (a + b))

{

return 1;

}

else

{

return 2;

}

break;

}

case 1:

{

if (result == (a - b))

{

return 1;

}

else

{

return 2;

}

break;

}

case 2:

{

if (result == (a \* b))

{

return 1;

}

else

{

return 2;

}

break;

}

case 3:

{

if (result == (a / b))

{

return 1;

}

else

{

return 2;

}

break;

}

}

}

int main()

{

int j,n,result,a1,b1,flag=0,score = 0;;

while (1)

{

flag++;

if (flag == 10)

break;

srand((unsigned)time(NULL));

a1 = rand() % 100 + 1;

b1 = rand() % 100 + 1;

j = rand() % 4;

switch (j)

{

case 0:cout << a1 << "+" << b1 << "=";

cin >> result;

n = compute(j, result, a1, b1);

if (n == 1)

{

cout << "正确" << endl;

score++;

}

else

cout << "错误" << endl;

break;

case 1:cout << a1 << "-" << b1 << "=";

cin >> result;

n = compute(j, result, a1, b1);

if (n == 1)

{

cout << "正确" << endl;

score++;

}

else

cout << "错误" << endl;

break;

case 2:cout << a1 << "\*" << b1 << "=";

cin >> result;

n = compute(j, result, a1, b1);

if (n == 1)

{

cout << "正确" << endl;

score++;

}

else

cout << "错误" << endl;

break;

case 3:cout << a1 << "/" << b1 << "=";

cin >> result;

n = compute(j, result, a1, b1);

if (n == 1)

{

cout << "正确" << endl;

score++;

}

else

cout << "错误" << endl;

break;

}

}

cout << "您本次测试得分为："<<score;

return 0;

}

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{

if (result == (a \* b))

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}

case 3:

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return 2;

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break;

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}

}

cout << "您本次测试得分为："<<score;

return 0;

}