

```
1  #include "utilities.h"
2  #include <ctime> //time()
3  #include <cstdlib> // srand()
4  #include <iostream>
5  #include <limits>
6
7  using namespace std;
8  #define CLEAR_BUFFER cin.ignore(std::numeric_limits<std::streamsize>::max(),'\n')
9
10 int getRandomInRange(int max, int min) {
11     static bool firstTime = true;
12     if (firstTime) {
13         srand(time(NULL));
14         firstTime = false;
15     }
16
17     return rand() % (max - min + 1) + min;
18 }
19
20 bool askForRestart() {
21     while(true) {
22         cout << "Do you want to restart? ["
23             << RESTART_CHAR << "/" << STOP_CHAR
24             << "]" << endl;
25         char c = (char) getchar();
26         CLEAR_BUFFER;
27         if ( c == RESTART_CHAR) return true;
28         else if ( c == STOP_CHAR) return false;
29     }
30 }
31
32 int askForNumberOfSimulation() {
33     int simulationNumber;
34     do {
35         cout << "How many simulation do you want? (must be positive): ";
36         cin >> simulationNumber;
37         cout << endl;
38
39         if (cin.fail()) {
40             cin.clear();
41             simulationNumber = -1;
42         }
43
44         CLEAR_BUFFER;
45     } while(simulationNumber <= 0);
46
47     return simulationNumber;
48 }
49
```