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/* The following code example is taken from the book
 * "The C++ Standard Library – A Tutorial and Reference, 2nd Edition"
 * by Nicolai M. Josuttis, Addison-Wesley, 2012
 *
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 */
#include <cstdlib>
#include "alghostuff.hpp"
using namespace std;

class MyRandom {
public:
    ptrdiff_t operator() (ptrdiff_t max) {
        double tmp;
        tmp = static_cast<double>(rand())
            / static_cast<double>(RAND_MAX);
        return static_cast<ptrdiff_t>(tmp * max);
    }
};

int main()
{
    vector<int> coll;

    INSERT_ELEMENTS(coll,1,9);
    PRINT_ELEMENTS(coll,"coll:    ");

    // shuffle elements with self-written random-number generator
    MyRandom rd;
    random_shuffle (coll.begin(), coll.end(),    // range
                   rd);                          // random-number generator

    PRINT_ELEMENTS(coll,"shuffled: ");
}

```