

Lab6

(1) In your main function:

Create a vector with **type int**;

Initialize it with **45 random number in range 1~100**;

Create an array with **type int**;

Initialize it with **45 random number in range 1~100**;

Print them out

PS: to create random number

```
#include<cstdlib>
```

```
#include<time.h>
```

In your function body the code to assign a random number to a variable is:

```
srand(time(NULL));
```

```
int a = rand() % 100 + 1;
```

```
int c = rand() % 100 + 1;
```

Here I just declare two int variables and assign them random number in order to show that the code `srand(time(NULL));` only needs to be used once.

- (2) Declare a function with type: **void**(means no return value), name: **vectorsort** use **vector of int** as its **parameter**,

This function will sort the vector and print out the element of vector in small to big order.

For example: if the element of your input vector is:

4, 7, 9, 8, 3, 2, 6, 5

Then this function will print out:

2
3
4
5
6
7
8
9

PS: Inside the function body, you'll need to do something to get its size.

- (3) Similar to (2), but the name is **arraysort** and will use an array of int as its parameter.

PS: notice that you will need another parameter to represent its size.