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/* Mods for rand() and time() */
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

/* MAIN */
int main() {

    /* Introduce the program to the user using print */
    printf("Solve the following division problems (PLEASE ONLY TYPE
NUMBERS): \n");

    /* Initialize game values */
    srand((int) time (NULL));
    int score = 0; int divisor; int quotient; int dividend; int answer; int
correct;

    /* Starts game loop */
    int a;
    for (a=0; a<10; a++) {

        /* Randomizes variables */
        /* 1 is added to randomnumber(0,12) to prevent division by 0 */
        int quotient = rand()%13; int divisor = 1+rand()%12;

        /* Calculate the dividend and print the problem */
        dividend = quotient * divisor;
        printf(" %d / %d = ", dividend, divisor);

        /* Scan answer from user and immediately check it */
        scanf("%d", &answer);
        correct = division(quotient,answer);
        score += division(quotient,answer);

        /* Shows user the correct answer if wrong */
        if (correct != 1) {printf("\n Incorrect. Answer: %d
\n",quotient);}

    }

    /* Print final score and end the program */
    printf("Your final score: %d", score);
    return 0;

}

/* division: returns 1 if user is right, 0 otherwise */
int division(int quotient, int answer) {
    if (quotient == answer) {return 1;}
}

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    else {return 0;}  
}
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