

Random Numbers

- Use `rand()` to generate a random number between 0 and 32,767.
- Computers aren't random. They can't "roll dice". Notice, if you run a program with,
`cout << rand() << endl;`
- it outputs the same number every time.
- To fix this set a random seed by passing a time value to `srand()`
`srand((unsigned)time(NULL));`
- This example generates ten random numbers from 1 to 6.

```
int randomInt(int min, int max)
{
    int range = max - min + 1;
    return rand()%range + min;
}

int main()
{
    // random seed according to time
    srand((unsigned)time(NULL));

    // roll 1d6 eight times
    for (int i = 1; i <= 8; ++i)
    {
        cout << i << " ) " << randomInt(1, 6) << endl;
    }

    return 0;
}
```