

Write a function that generates one of 3 numbers according to given probabilities

You are given a function `rand(a, b)` which generates equiprobable random numbers between `[a, b]` inclusive. Generate 3 numbers `x, y, z` with probability `P(x), P(y), P(z)` such that $P(x) + P(y) + P(z) = 1$ using the given `rand(a,b)` function.

The idea is to utilize the equiprobable feature of the `rand(a,b)` provided. **Let the given probabilities be in percentage form, for example $P(x)=40\%$, $P(y)=25\%$, $P(z)=35\%$.**

Following are the detailed steps.

- 1) Generate a random number between 1 and 100. Since they are equiprobable, the probability of each number appearing is $1/100$.
- 2) Following are some important points to note about generated random number 'r'.
 - a) 'r' is smaller than or equal to $P(x)$ with probability $P(x)/100$.
 - b) 'r' is greater than $P(x)$ and smaller than or equal $P(x) + P(y)$ with $P(y)/100$.
 - c) 'r' is greater than $P(x) + P(y)$ and smaller than or equal 100 (or $P(x) + P(y) + P(z)$) with probability $P(z)/100$.

```
// This function generates 'x' with probability px/100,
// probability py/100 and 'z' with probability pz/100:
// Assumption: px + py + pz = 100 where px, py and pz lie
// between 0 to 100
int random(int x, int y, int z, int px, int py, int pz)
{
    // Generate a number from 1 to 100
    int r = rand(1, 100);

    // r is smaller than px with probability px/100
    if (r <= px)
        return x;

    // r is greater than px and smaller than or equal
    // with probability py/100
```

```
if (r <= (px+py))  
    return y;  
  
    // r is greater than px+py and smaller than or equal to px+py+pz  
    // with probability pz/100  
else  
    return z;  
}
```

This function will solve the purpose of generating 3 numbers with given three probabilities.