Randomization Report: I used srand(time(null)) to utilize the computer's internal clock to control the seed. I used rand() to randomly generate 1 or 0 twice. The first one determines whether the start of the maze will be on the top of the maze or the right side. The second one will determine if the exit is on the left side or the bottom of the maze. I use rand()again to determine the row/col that entrance/exit will be on. I used rand to create two more numbers. The first one is between 1-12 and the second one is between 50 and 90. I used a nested for loop to step through the vector of vectors of integers that make up the maze and use the first number as the lower range and the second one for the top range of the next rand() function(rand() %end + start) that generates the weight. I felt that this created good random mazes, I was pressed for time, so I was hesitant to change it too much. I experimented with different values but that was about it. Here are some sample mazes(I used different emojis just for the screen shot, as I thought this improved the visibility):