

C101 Laboratory Session #10

Lab Goals 1) Dealing with random numbers.
2) More practice with functions.

Write a program that has user pick an integer, either 1, 2 or 3, the computer then picks a random number with this same range. Both numbers are passed into a function and if they are both the same the function will display this information, else the function will display they are not the same. Program should then prompt the user to play again and repeat until the user decides to quit. A new random number is picked along with the new users choice each time. Make sure to use `srand(time(NULL))`; which only needs to be called one time and not inside any loop.