HW2

Due Mar 2 by 9:30am **Points** 20 **Submitting** a file upload

Create a game of chance that takes a list of integers between 0 and 255 as the input and picks one of these integers as the winner. The winner is selected in the following manner.

The game uses a helper program (lets call it the "randomNumberGenerator") that returns a random number (using rand(), https://linux.die.net/man/3/rand (https://linux.die.net/man/3/rand))(call srand(time(NULL)) to set the seed before calling rand()) .

The game would create a child process, make it run the "randomNumberGenerator" and declare as the winner the least among the input integers that exceed the least significant byte of the value returned by the child process. If there is no such winner, the game is declared to be a tie. For example, if the input integers are 0, 10, 30, 100 and 200 and the least significant byte of the random value returned by the child process is 28, the winner is 30. On the other hand, if the least significant byte of the value returned by the child process is 201, there is no winner.