Code Challenge Day 4: Random Prize Generator Game.

You are tasked with creating a C++ program that randomly selects and awards prizes from a pool of 10 exciting rewards. The program should use the **<ctime>**, **srand**, and **rand** functions to introduce an element of randomness to the prize distribution.

Requirements:

1. Prizes Pool:

 Make a prize pool of at least 10 different prizes. Examples could include movie tickets, a vacation trip to Dubai, a gift card, a tech gadget, etc. (using switch)

2. Random Selection:

- Utilize the <ctime>, srand, and rand functions to introduce randomness into your program.
- Seed the random number generator using the current time to ensure different results on each run.

3. Number of Winners:

- Ask the user to enter the number of winners they want to select.
- Note: Use Input Validation based on the number of Giveaway Prizes.

4. Prize Distribution:

• Use a loop to randomly select and display q0 prizes from the defined pool without replacement (i.e., once a prize is selected, it should not be available for subsequent winners).

5. Switch Statements:

- Implement switch statements to handle different prize types elegantly.
- For example, if a winner gets a movie ticket, display a message related to movies. If they get a vacation trip, display a message related to travel.

6. User-Friendly Output:

- Provide clear and user-friendly output messages.
- Make the program interesting by adding creative messages or descriptions for each prize.

Hints:

- Use #include <ctime> to include the time-related functions.
- Use **srand(time(0))** to seed the random number generator based on the current time.
- Use rand() to generate random numbers.
- Utilize the modulus operator (%) to constrain the random numbers within the range of available prizes.

Example Output:

