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//pseudo random program (all in one)//
#include<iostream>
#include<cmath>
using namespace std;
class random
{
long i,x,n,a,c,M,y;
float g,t;
int seed;

public:
void cal();
};

void random::cal()
{
cout<<"enter the no of random no to be generated" << endl;
cin>>n;
cout<<"enter seed" << endl;
cin>>seed;
cout<<"random no are" << endl;
M=256;
a=65;
c=27;
x=1;

for(i=0;i<=n;i++)
{
y=((a*seed)+c)%M;
g=y/10;
t=g/100;
cout<<y << " " << g << " " << t << endl;
seed=g;
}
}

int main()
{
random r;
r.cal();
return 0;
}

//output
//enter the no of random no to be generated
//15
//enter seed
//5
//random no are
//96      9      0.09
//100     10     0.1
//165     16     0.16
//43      4      0.04

```

//31	3	0.03
//222	22	0.22
//177	17	0.17
//108	10	0.1
//165	16	0.16
//43	4	0.04
//31	3	0.03
//222	22	0.22
//177	17	0.17
//108	10	0.1
//165	16	0.16
//43	4	0.04