

Advanced Programming COEN 11

Project 2

Project 2

- Lottery game
 - Due on the 3rd week in the lab
 - Give the code and demo to the TA

Project 2

- Lottery game
 - When a game starts, you will enter 5 numbers between 0 and 19
 - After reading your bet, the program will generate randomly 5 integer numbers between 0 and 19.
 - After comparing the numbers, your program will show the numbers generated and which numbers you got right.

Project 2

- Lottery game
 - To randomize the numbers obtained in each execution, use a random seed in the beginning of the execution
 - A random seed may be obtained from the system time
 - >> srand ((int) time (NULL));
 - Functions:
 - rand, srand, time, scanf, printf
 - Your program should not generate the same number twice in the same game!