



Symbian OS

Challenge (Random Number Generator)

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Random Number Generator

- Console Application
- Print random number from 0 to 100

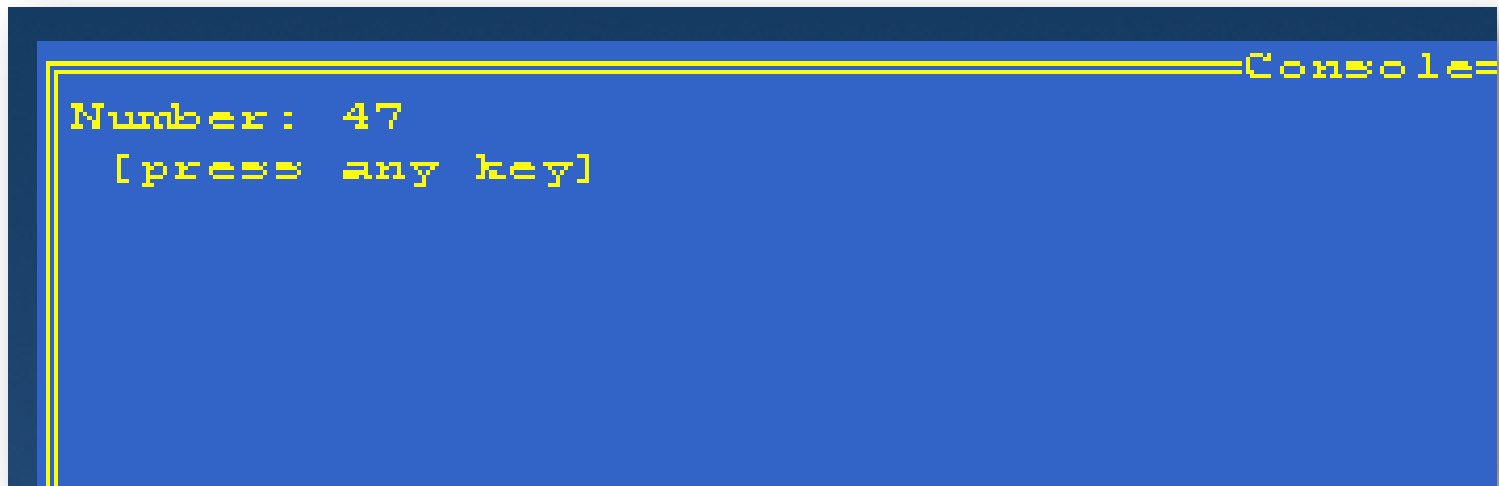
Strategy

- Search SDK-help for “random”
 - Part of the class “Math”
 - Can be called as static function
- Prepare according `_LIT()`
 - See HelloWorld-code of the wizard’s console app!
- Format output to console
 - `Printf()` like in Ansi C, add numerical value with `%d`

Code

- **Additional include:**
 - `#include <math.h>`
- **Define constant text:**
 - `_LIT(KTextRandomNumber, "Number: %d\n");`
- **In MainL():**
 - `TUint32 random = Math::Random();`
`random = random % 100;`
`console->Printf(KTextRandomNumber, random);`

Output



```
Console  
Number: 47  
[press any key]
```