1 Random Number Generation

It is possible to generate (pseudo-)random numbers in C, for many uses that you can imagine. The new C standard defines the following two functions:

```
SYNOPSIS
       #include <stdlib.h>

       int rand(void);

       void srand(unsigned int seed);

DESCRIPTION
       The   rand()  function  returns  a  pseudo-random  integer
       between 0 and RAND_MAX.

       The srand() function sets its argument as the seed  for  a
       new  sequence  of pseudo-random integers to be returned by
       rand().  These sequences are repeatable by calling srand()
       with the same seed value.

       If no seed value is provided, the rand() function is auto-
       matically seeded with a value of 1.

RETURN VALUE
       The  rand()  function  returns  a  value  between  0   and
       RAND_MAX.  The srand() returns no value.
```

2 Exercise

Write a C program that prints out a random "column" for the 6/49 "numeric lotto" game. In other words, it should print a total of six random numbers, in the range 1..49. Note that you need to make sure no number is repeated. Think of an efficient way of doing this if you can.