

Lab Activity #5 – More Functions/FILES

Exercise #1:

Write a program that will generate 1000 random numbers (all of which are between 10 and 20), and then write all of the even numbers (from those 1000 numbers) to a new file called "myEvenRandoms.txt".

Exercise #2:

Create your own game! Using the random function for rolling a pair of dice, be creative and create your very own game that uses a single, a pair, or multiple dice. You have free license to design the game and its rules. Have fun!

Exercise #3:

Use your menu game program that you have been building up all semester. Add the treasure lab (From Lab #3), the Psychic lab (from Lab #4), the guessing game (covered in class), and Exercise #2 from this lab, to the list of choices. So now your menu looks like this:

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        Welcome!
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Please choose a number from the following options:
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1. Madlibs!
2. Choose your own Adventure!
3. Psychic future!
4. Find the Treasure!
5. Dice game!
6. Guessing game!
7. Exit!

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```

When a user chooses a menu option, a function that plays that game is called. After the game is played, the menu once again shows up on the screen. NOTE: ALL GAMES MUST BE IN FUNCTIONS!! The main program only has the menu in a loop!