Exercise 4 – A Random Exercise Generator

Due 14/1/99

Step 1:

Write a program that chooses two random integers between 0 and 20, asks the user for their sum, and outputs 'right' or 'wrong' accordingly.
For example:

```
What is the sum of 12 and 4: 3
You are wrong: 12 + 4 = 16
```

Use the standard library functions `rand()` and `srand()`.

Step 2:

Have your program to choose randomly an arithmetic operator from `* / + -` and then two random integers and ask the user for the result of the arithmetic operation on those integers.

For example:

```
What is 12 * 4: 48
You are correct!
```

Step 3:

Extend your program to repeat the above until the user inputs –99. At that stage the program should output the score and exit.

For example:

```
1. What is 12 * 4: 48
2. What is 2 / 7: 0
3. What is 3 * 1: 5
4. What is 2 + 2: -99
You succeeded in solving 2 out of 3 exercises.
```