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/* random4.cpp

This program generates a random number within
the range from 0 to MAX-1.

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*/

#include <cstdlib>
#include <ctime>
#include <iostream>

const int MAX = 10;

int main()
{
    using namespace std;

    // use system time to set a seed
    srand((unsigned)time(0));

    int random_integer;

    // use % to get the remainder, which is a number from 0 to MAX
    random_integer = (rand()%MAX);

    cout << "The random number is " << random_integer << endl;

    return 0;
}
```