

```

1: #include <stdio.h>
2: #include <stdlib.h>
3: #include<string.h>
4:
5: typedef enum { one, two, three, four, five, six} dieValues;
6:
7: int main ()
8: {
9:     char dieValue[8];
10:    dieValues dieA[] = {one, two, three, four, five, six};
11:    dieValues die;
12:    srand(time(0));
13:    int i;
14:    for(i = 0; i < 5; i++)
15:    {
16:        die = dieA[rand()%6];
17:        switch(die)
18:        {
19:            case one: strcpy(dieValue, "one");
20:                break;
21:            case two: strcpy(dieValue, "two");
22:                break;
23:            case three: strcpy(dieValue, "three");
24:                break;
25:            case four: strcpy(dieValue, "four");
26:                break;
27:            case five: strcpy(dieValue, "five");
28:                break;
29:            case six: strcpy(dieValue, "six");
30:                break;
31:        }
32:
33:        printf("Roll %d\tDie = %d or %s\n",i+1, die, dieValue);
34:    }
35:    system("pause");
36:    return 0;
37: }
38:

```