

Re: How to generate random numbers in C

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.c/2008-04/msg02117.html

- *From:* "Bill Reid" <hormelfree@xxxxxxxxxxxxxxxxxxxx>
 - *Date:* Sun, 13 Apr 2008 18:03:16 GMT
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Keith Thompson <kst-u@xxxxxxx> wrote in message
<news:87lk3h92dz.fsf@xxxxxxxxxxxxxxxxxxxx>

"Bill Reid" <hormelfree@xxxxxxxxxxxxxxxxxxxx> writes:

Richard Tobin <richard@xxxxxxxxxxxxxxxxxxxx> wrote in message
[news:ftrece\\$na0\\$2@xxxxxxxxxxxxxxxxxxxx](news:ftrece$na0$2@xxxxxxxxxxxxxxxxxxxx)

In article
<[IA4Mj.177260\\$cQ1.25121@xx](mailto:IA4Mj.177260$cQ1.25121@xx)>,
Bill Reid <hormelfree@xxxxxxxxxxxxxxxxxxxx> wrote:

In a fair game, the player
with the biggest house
money volume wins.

Oh, a "fair game"...who the hell offers a "fair
game"? In any event,
it's irrelevant, because the actual most
important factor (to the

extent

that we indulge in the pointless semantics of
pronouncing a "most
important factor") is the "expectation" of the
game.

Actually, you can reliably win against poor odds if you have
unlimited
resources and your opponent is required to accept your bets.
Decide
how much you want to win. Bet enough to make that if you
win. If you

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"limit" of infinity, and HE HIMSELF said it required "unlimited resources", so add reading comprehension to your list of failures), then it doesn't work at all...riiiiiiiiiight?

tee-hee!

<laughing about some dumb dork clutching his head and rolling on the floor in agony as he tries to wrap his impoverished intellect around the oldest dumbest gambling myth known to man>

William Ernest Reid

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