

1 Character Generator for Role-Playing Games

In a role playing game you have a party of 5 people. Each character can be either a Warrior, a Mage or a Thief. Write a character generator that will randomly generate 5 characters (randomly chooses classes). When run, your program should print something like (does not have to match exactly):

```
Character #1 is a Mage
Character #2 is a Warrior
Character #3 is a Mage
Character #4 is a Thief
Character #5 is a Thief
```

To receive full credit, follow these rules:

- Your Program must compile and produce an output similar to the one shown when run
- The classes are randomly chosen. They should change every time the program is run.
- Use at least one `for` loop to iterate over all 5 characters.
- Use a `switch` statement when printing out the character class
- Use an `enum` as a data type to store character classes
- Use an array to store all 5 characters. (Generate and store, and then print them on screen).
- Split up your program into several functions: One that generates all 5 characters, and one that prints all 5 characters
- Do not use global variables, but parameter passing instead (call-by-reference). Pass the whole array into your generate and print function.
- Your print function should have a `void` return type
- Define at least one of your functions after your main function and use function prototyping

Notes:

- Adding additional classes or making a bigger party will not give you extra credit, but may bring your grade down if improperly implemented.
- There is no need to add comments.

When your done, email your program to `max@berger.name`. Please see me to check that I have received the program.