Monte Carlo techniques are those in which random trials are conducted in order to obtain a result. You are to employ this methodology to determine how often the sum of two standard dice will be 7.

Your program should prompt the user for a number of trials to conduct and only conduct those trials if given a positive value. Entering in a value of 0 should end the program. You may assume that sufficiently small values for the number of trials will be used such that no overflows should occur.

For random values, we can use the pseudorandom number generator (PRNG) built into the C++ library:

- Use the following preprocessor directives:
  - #include <cstdlib>
  - #include <ctime>
- At the top of main, seed the PRNG with the current time by doing srand(time(NULL));
- Now, a call to rand() will return a random integer between 0 and INT_MAX (usually 2147483647)
- Use the modulo operator, %, to get the value for each die between 1 and 6. Hint: rand() % 6 will end up being a random value between 0 and 5.

Here is an example execution:
[williams@bobby ~]$ ./a.out
Enter the number of trials: 1
Trials: 1 Result: 0.00%
Enter the number of trials: 1000
Trials: 1000 Result: 30.34%
Enter the number of trials: -30
Enter the number of trials: -20
Enter the number of trials: 16
Trials: 16 Result: 4.68%
Enter the number of trials: 0
[williams@bobby ~]$