

```

// Zufallszahlen
#include <iostream>
#include <cmath>
#include <cstdlib>
using namespace std;

double randa () {
    static int w = 654321;
    static const int p = 9999991;           // Primzahl
    static const __int64 multi = 738757;   // Primitives
                                           // Element zu p

    w = (int) ((multi * w) % p);
    return double (w)/ double (p);
} //randa

```

```

int main () {

    cout << "Berechnung von Pi über Kreisfläche."
         << endl << endl;
    int z = 0;
    for (int i = 1; i <= 100000; ++i) {
        double x = randa ();
        double y = randa ();
        if ((x*x + y*y) <= 1)
            ++z;
        if (i % 10000 == 0)
            cout << i << ":\t"
                 << "pi ?= " << 4.0*z / (1.0*i) << endl;
    }
}

```

```

cout << endl << endl
     << "Berechnung von Pi über Kugelvolumen."
     << endl << endl;
int za = 0;
for (int i = 1; i <= 100000; ++i) {
    double x = randa ();
    double y = randa ();
    double z = randa ();
    if ((x*x + y*y + z*z) <= 1)
        ++za;
    if (i % 10000 == 0)
        cout << i << ":\t"
             << "pi ?= " << 6.0*za / (1.0*i) << endl;
}

```

```

system ("PAUSE");
return 0;
} //main

```

**/\* Ausgabe**

**Berechnung von Pi über Kreisfläche.**

**10000: pi ?= 3.1324**  
**20000: pi ?= 3.1266**  
**30000: pi ?= 3.1228**  
**40000: pi ?= 3.1274**  
**50000: pi ?= 3.13072**  
**60000: pi ?= 3.13367**  
**70000: pi ?= 3.13703**  
**80000: pi ?= 3.1377**  
**90000: pi ?= 3.1348**  
**100000: pi ?= 3.1338**

**Berechnung von Pi über Kugelvolumen.**

**10000: pi ?= 3.1188**  
**20000: pi ?= 3.117**  
**30000: pi ?= 3.1174**  
**40000: pi ?= 3.12375**  
**50000: pi ?= 3.12696**  
**60000: pi ?= 3.1212**  
**70000: pi ?= 3.12077**  
**80000: pi ?= 3.11678**  
**90000: pi ?= 3.11913**  
**100000: pi ?= 3.12246**

**\*/**