Chuck-A-Luck Algorithm

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Program # 2

CS 101

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While Playing = true

While pot <= 0

Warn user

Ask user for how much money they have in the pot

Display the pot

While pot > 0

While wager <= 0 and < = pot

Ask how much they would like to wager

While guess < 1 or > 6

Ask user to guess a number between one and six

Generate three different random integers between 1 and 6

Display three random numbers

If guess = random number one and two , and three

display you matched 3 numbers

display user has won

multiply the wager by three then add it to the pot

Else if guess = random number 1 and 2 or 2 and 3 or 1 and 3

display you watched two numbers

display user has won

multiply wager by 2 add it to pot

Else if guess = random number 1 or 2 or 3

display you matched one number

display user has won

add wager to pot

Else

display you matched 0

display you lost

subtract wager from pot

Increment round

Display that you ran out of money list the rounds it took

While user input invalid

Ask would you like to play again

If user chooses N or NO

set playing = false

else

rounds = 0