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Purpose: Flowchart Lab - Craps Game

Systems Libraries
iostream
ctime
cstdlib
fstream
iomanip
string
cmath
Standard Namespace

User Libraries
none

Global Constants
PERCENT=100.0

Function Prototypes
char rollDie(int)
void fileDsp(ofstream&,int[],int[],int,int,int,int)
void scrnDsp(int[],int[],int,int,int,int,int)
void crpGame(int[],int[],int,int&,int&,int&)

main

Random Number Seed
srand(static_cast<unsigned int>(time(0)))

Declare Variables
ifstream in
ofstream out
int nGames
int mxThrw = 0
int numThrw = 0
int lmGames = 100000000
const int SIZE = 13
int wins[SIZE] = {}
int losses[SIZE] = {}

rollDie(int sides)

char die1 = rand()%sides + 1
char die2 = rand()%sides + 1
char sum1 = die1 + die2

return sum1









