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**Purpose:** ShootOut Statistics

**System Libraries**  
I/O Objects  
Standard Library  
Time  
I/O Manip  
Math  
Standard Namespace

**User Libraries**  
None

**Global Constants**  
None

**Function Prototypes**  
float rndProb()  
bool isLess()  
void ShootAt()  
void Shoot()

main

**Set Random Number Seed**  
srand(static\_cast<unsigned int>  
(time(0)))  
rndProb=rand()/pow(2,31)-1

**Declare Variables**  
bool aAlive, bAlive, cAlive  
float aProb, bProb, cProb  
int cntA, cntB, cntC, nShtOts

**Initialize Variables**  
aProb=1/3  
bProb=1/2  
cProb=1  
cntA=cntB=cntC=0  
nShtOts=10000000

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