Purpose of the lab:
Simulate the game left, right, and center. 1-14 players sit around a table to roll dice. Each player has 3 dollars, and 3 dices. If a player has 3 dollars then roll 3 times, if 2, roll 2, if 1, roll 1. There are 6 faces in the dice(L gives 1 dollar to left, R gives 1 dollar to right, C put 1 dollar to center, dot then skip(3 dots total in 1 dice)). When there is only 1 player who has money, then that player wins the game.

Files:
Lrc.c: Main function to run the game
philos.h : the file to contain names of the philosophers

Pseudocode:
Print and ask for seed
If correct seed number:
Print and ask for player
If correct player number(1-14)
Create [] to keep track of each player's money(let say money[] = ("3", "3".....))
Condition: for loop {if it's no one win, start each round(counter equal or greater than player number)
Variable for pot = 0;
Int r = rand() %6;
Create a variable z to record current money from player
Condition: for loop {to compare variable zto run dice times if 3 dollars or more, else if dice 3 times, else if 2 dollars 2 times, else if 1 dollar 1 time, else if no money just skip.
Create a for loop when i < variable z then keep running
Within the for loop, use left and right function to move position to add money or minus money, or skip, or put money to front
For example : if random == left, then money[i] -= 1, left(i,p) +=1
Right: similar to left
Center: if random == center, then money[i] -= 1, pot +=1;
Pass: just print message only

After each round, create for loop to check how many 0 money, if only 1 person has money then game end:
}
For i < player number, i++
If money[i] == 0
Counter ++
}
if (counter == player-1){ //if there is a winner, break the loop so the game end
break;
}

After loop break, if (money[q] != 0) , print out winner message

Else print error message

Else print error message

Green code is to make sure seed and player are correct.