```
MAIN
BEGIN
    CREATE heroHP, heroDPS, monsterHP, monsterDPS
    PRINT "Enter the hero's starting hit points: "
    heroHP ← READ
    PRINT "Enter the damage the hero's weapon does per strike: "
    heroDPS ← READ
    PRINT "Enter the monster's starting hit points: "
    monsterHP ← READ
    PRINT "Enter the monster's damage per strike: "
    monsterDPS ← READ
    FOR i ← 1 BY 1
        PRINT "====== ROUND " + i + " ======"
        CREATE temp
        temp ← random(heroDPS + 1)
        PRINT "Hero attacks for: " + temp
        monsterHP ← monsterHP - temp
        PRINT "Monster has " + monsterHP + " HP left"
        IF (monsterHP <= 0) THEN
            PRINT "The monster dies and you earn 5 XP"
            BREAK
        ELSE
            temp ← random(monsterDPS + 1)
            PRINT "Monster attacks you for: " + temp
            heroHP ← heroHP - temp
            PRINT "You have " + heroHP + " HP left"
            IF (heroHP <= 0) THEN
                PRINT "You are killed by the monster and lose 10 gold."
                BREAK
            ENDIF
        ENDIF
    ENDFOR
    PRINT "Battle ends..."
END
```