Author: Juan Castellon Created on July 17th, 2018 Purpose: Project 1 System Libraries: iomanip ctime,fstream cstdlib,iostream User Libraries: Dice/Player structs Function Prototypes: first,turn,sort,winner, fileopen main set random number seed declare constant variables for array sizes file outputs declare ints for arrays, pointers initialize variables and open file input player names other parts of the program

Flowcharting the beginning of my program, the sort, and the turn functions since those are the most important/prominent pieces of my program that showcase the concepts and control structures we have utilized











