Flowchart for Yut-Nori-Game Name: KyungJin Shin True Ouput Date: February 8, 2018 . comput = main This game Purpose: Make Yut Nori player Yut Nori Game is tie" Game Output What is your srand(static_cast<unsigned choice" int>(time(0))) System Libraries iomanip Input player Declare comput, player, user, comp, **User Libraries** num, winner, Output iostream, cmath, ctime, numSort The player cstdlib, vector, fstream, string plays " num = rand()%3Output The computer Global plays " Constants COLS=7, BLACK=3, COL=2 True num == 0 comput = 'R' True comput = player Structure PairArray True comput = 'S' num == 1 Function comput=='R' && **Prototypes** rue ا /er=='P') II (comput= void grid, int thrwSt Output && player=='S') II "Player won' (comput=='S' && player=='R') True num == 2 comput = 'P' comput=='R' && Declare and er=='S') II (comput= P' True Initialize Out of Output D && player=='R') II Loop "Player lost" (comput=='S' && player!='R' && player=='P') player!='S' && player!='P' Output What is your choice' Output Input True data>>winne player winner return