P2

START

Output “Number is not allowed”

Players pile= ½ number of cards

Generate friendliness 1 to 10

Generate drool 1 to 10

Computers pile= ½ number of cards

Generate intelligence 1 to 100

Generate exercise 1 to 5

INPUT number of cards

OUTPUT “Input a number for what you want to do

1) Play game

2) Quit

Is number of cards odd

No

Yes

Is number of cards < 30

Is number of cards>4?

1

2

OUTPUT “Goodbye”

STOP

No

Yes

Yes

No

Read **dogs.txt**

Sub CATEGORIES

If category = “Exercise” then

If category = “Friendliness” then

Output first card

P1

OUTPUT “Select a category

Exercise

Drool

Intelligence

Friendliness “

If category = “Intelligence” then

INPUT Category

Sub DROOL

If category = “Drool” then

Sub CATEGORIES

If PlayerNUMr< ComputerNUM

INPUT cards to Player

No

Yes

No

No

Yes

P1

OUTPUT “Thank you for playing”

OUTPUT “You have WON!”

If ComputerPile = 0 then

OUTPUT computer wins

Yes

OUTPUT “You have LOST”

OUTPUT “Thank you for playing”

If PlayerPile = 0 then

OUTPUT computer wins

INPUT cards to computer

P2

P2

Sub DROOL

If PlayerNUMr< ComputerNUM

Yes

INPUT cards to Player

No

Yes

No

No

Yes

P1

OUTPUT “Thank you for playing”

OUTPUT “You have WON!”

If ComputerPile = 0 then

OUTPUT computer wins

OUTPUT “You have LOST”

If PlayerPile = 0 then

OUTPUT computer wins

INPUT cards to computer

P2

OUTPUT “Thank you for playing”

P2