

Flowchart Lab

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Purpose: Flowchart Lab of (Project 2)

Author: Dr. Mark E. Lehr
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Purpose: Project 2 - Simulate a Craps Game.
Implement Arrays

System Libraries

I/O Stream
ctime
cstdlib
fstream
iomanip
string
cmath

User Libraries

none

Global Constants

const float
PERCENT=100.0f

Function Prototypes

char rolleDie(int;
void fileDsp(ofstream &, int[], int [],int,int,int,int);
void scrnDsp(int [],int [], int, int, int, int);
void crpGame(int[],int [],int,int &,int &, int&);

main

Set Random Number Seed

```
srand(static_cast<unsigned  
int>(time(0)));
```

Declare Variables

```
ifstream in;ofstream out;int nGames;  
int  
mxThrew=0;numThrew=0;lmGames=100000000;  
const int SIZE=13; int wins[SIZE]={}; int  
losses[SIZE]={}
```

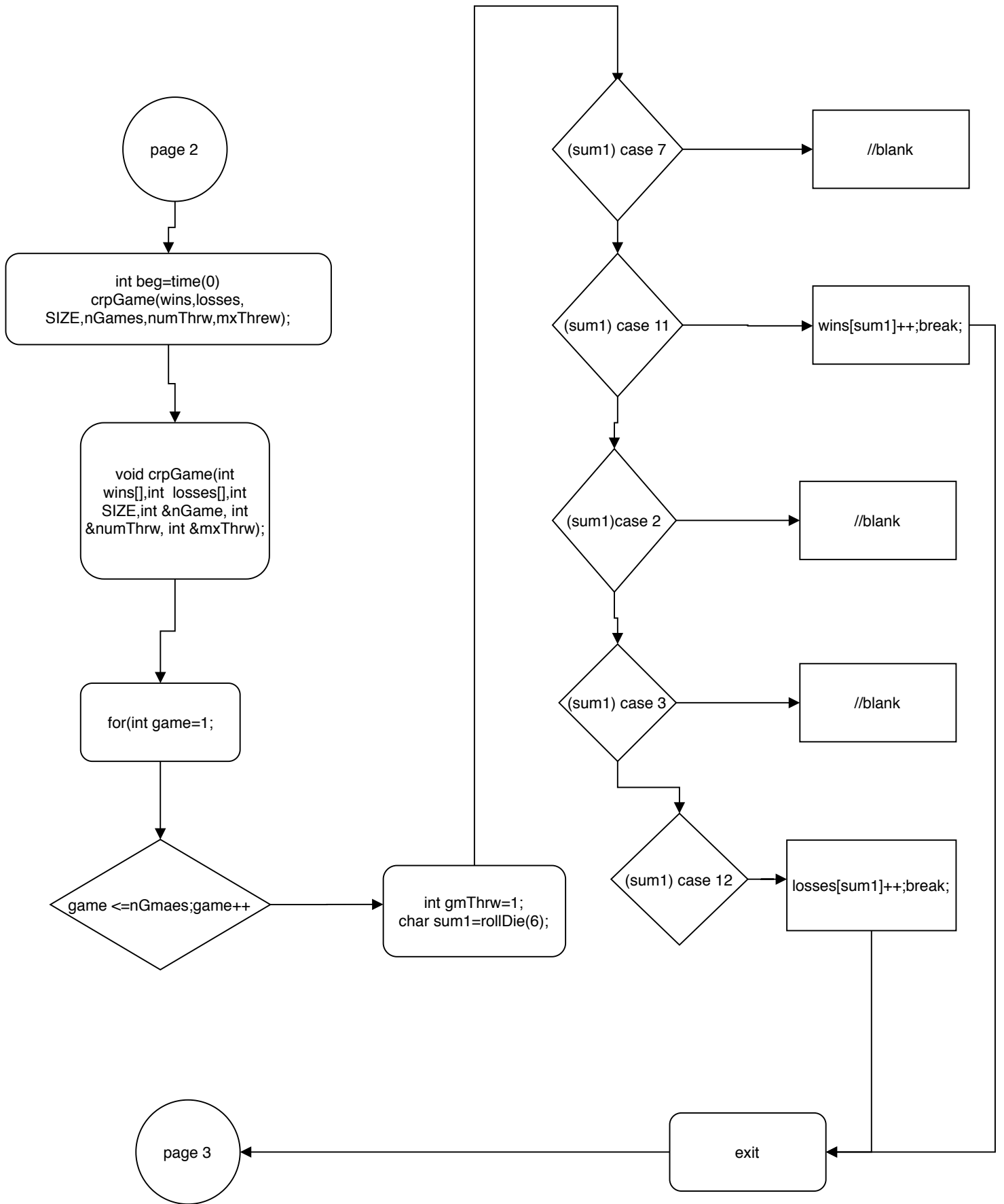
Initialize Variables

```
string inName="GameInfo.dat"; char  
outName[]="GameStats.dat";in.open(inName.c_str());  
out.open(outName);
```

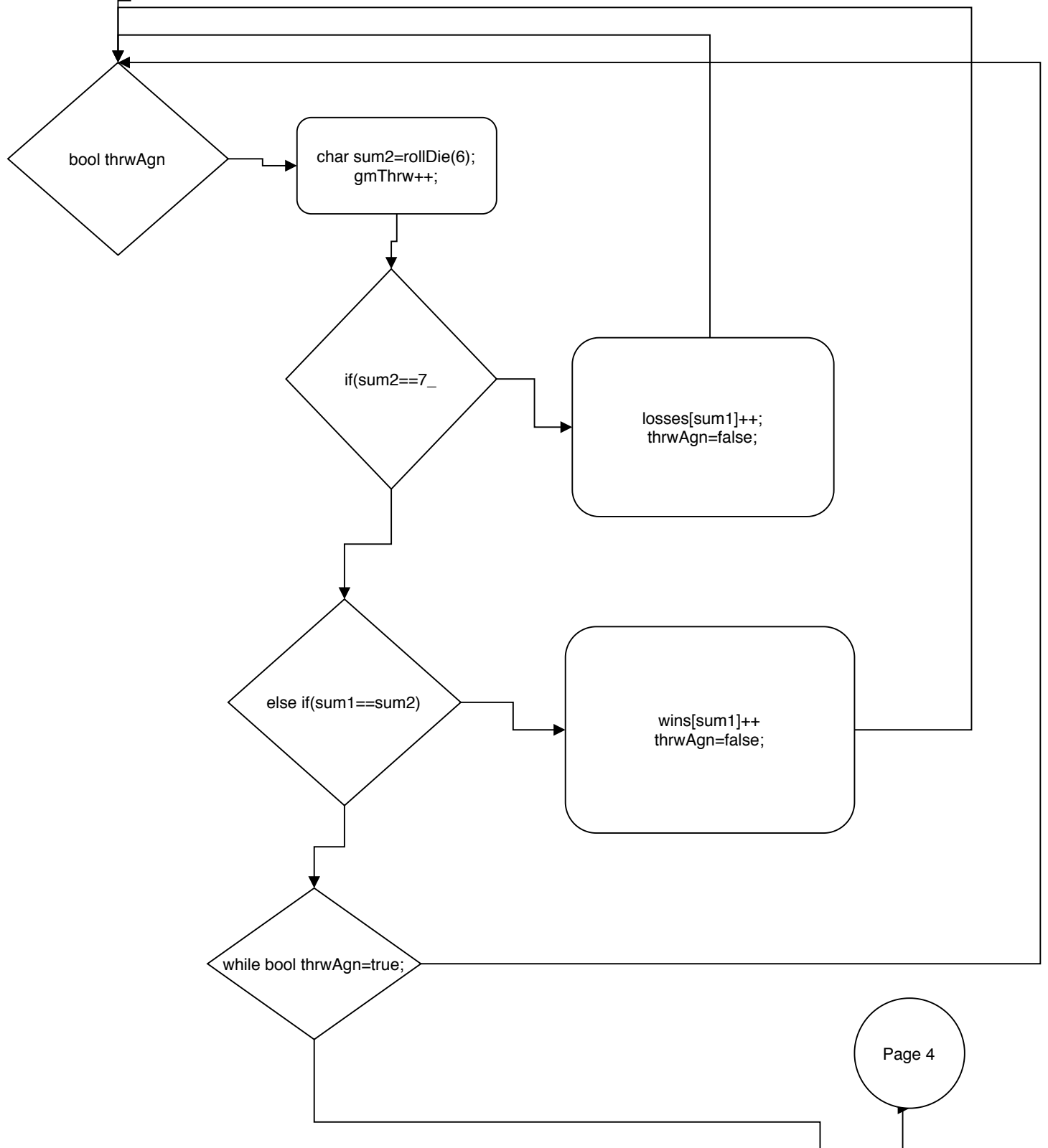
in>>nGames

nGames=nGames>lmGames?
lmGames:nGames;

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