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Purpose: Chutes and Ladders Project 2

System Libraries  
Input/Output Library  
C Standard Library - Random Number  
Time Library  
Format Library  
Math Library  
File Library  
String Library

User Libraries  
none

Global Constants  
none

Function Prototypes  
int intro  
void chutlad  
void chutlad  
bool winDet  
void output  
void outArray

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Main

Set random  
number seed

Declare Variables  
const int SIZE  
unsigned char die  
unsigned int nPlayer, place1, place2, cwin1,cwin2  
int x=0  
float nGames  
bool win1,win2,end1,end2  
string name1,name2  
ifstream in  
ofstream out  
int nPlayers = intro (nPlayer,x)  
unsigned int array[SIZE]

int nPlayers (input number of players)  
Input number of games

Open Files  
in.open(inName.c\_str())  
out.open(outName)

Switch