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#Program #2

#Section 0003

#Created on September 15th, 2021(Last editted Sept. 26th, 20201)

#Due September 26th, 2021 11:59PM

Program #2 Algorithm

1. Start
2. Import Function random.
3. declare checker to be -1.
4. repeat the following steps until checker is not -1.

   A. assign random integer to compRandom and userRandom between integers 1-6.

   B. assign round to be 1 and total to be userRandom + compRandom.

   C. output round, First dice and second dice value to be compRandom and userRandom respectively.

   5. If compRandom is the same value as userRandom

   5.1. output that the computer has won the game, the round and total of the two dice for that round.

   6. Otherwise repeat the following steps until compRandom is the same value as userRandom.

      A. Assign userRandom to be another integer between 1-6.

      B. increase round value by 1 and update total to the current userRandom and compRandom.

      C. Output the current round value and values of the compRandom and userRandom .

   6.1. If compRandom and userRandom share the same value AND round's value is below 3.

      A. Output that the computer has won, the value of the rounds and the

vaue of the total.

6.2. If compRandom and userRandom share the same value AND round's value is 3 or greater.

A. Output that the computer has lost and the rounds value.

7. Request the user to input 'Y' or 'N' and assign input to 'playAgain' variable.

8. repeat the following steps for as long as checker is -1.

8.1 If playAgain is 'Y'.

A. Break off form this loop.

8.2 else if playAgain is 'N'.

A. set checker to 200 and exit the program and tell the user to have a great day

8.3 otherwise inform the user to only input 'Y' or 'N' and request their input again.

9. Stop.