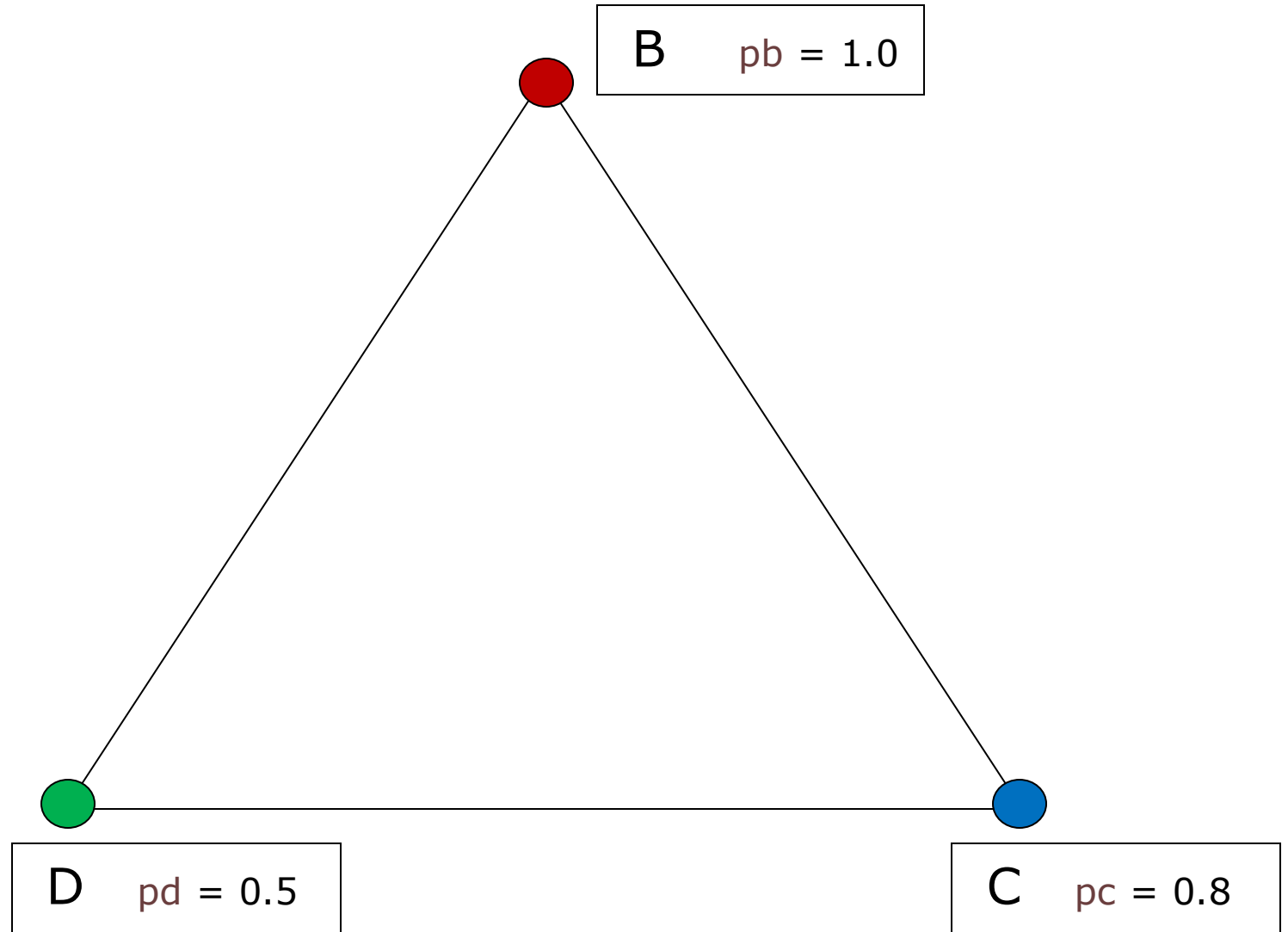


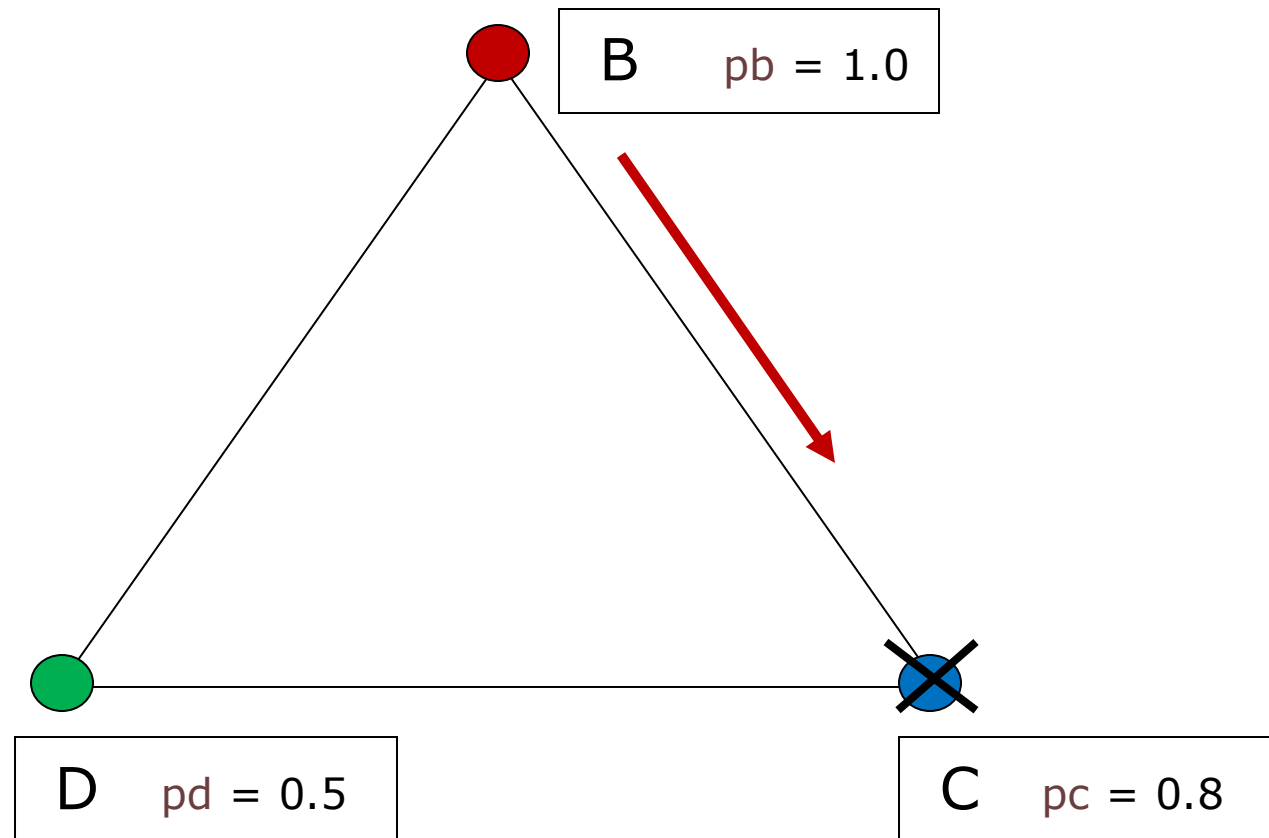
Duel3 (דו-קרב) algorithm



countB = 0	-	number of B victoris
countC = 0	-	number of C victoris
countD = 0	-	number of D victoris

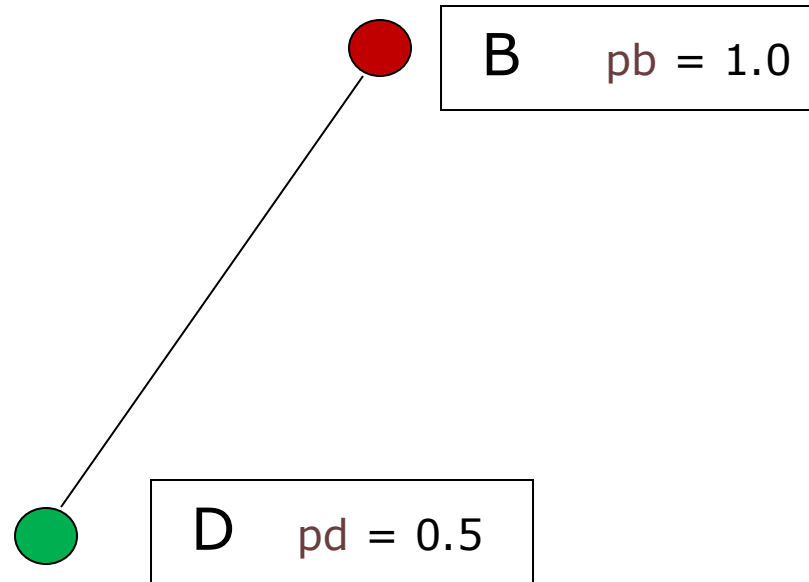
bChance = 0
cChance = 0
dChance = 0

1. B fires the first and B kills C



Math.random()

This method returns a pseudorandom double greater than or equal to 0.0 and less than 1.0.



```
dChance = Math.random()
```

```
if (dChance < pd)
```

```
    countD++
```

```
else
```

```
    countB++
```

```
// D fire
```

```
// D kills B
```

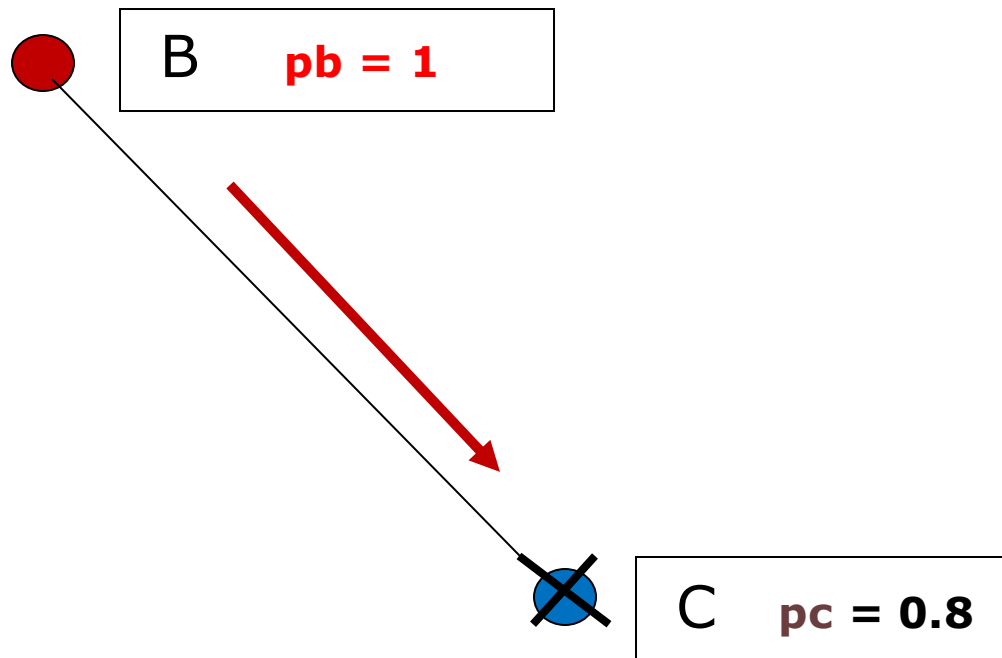
```
// B kills D
```

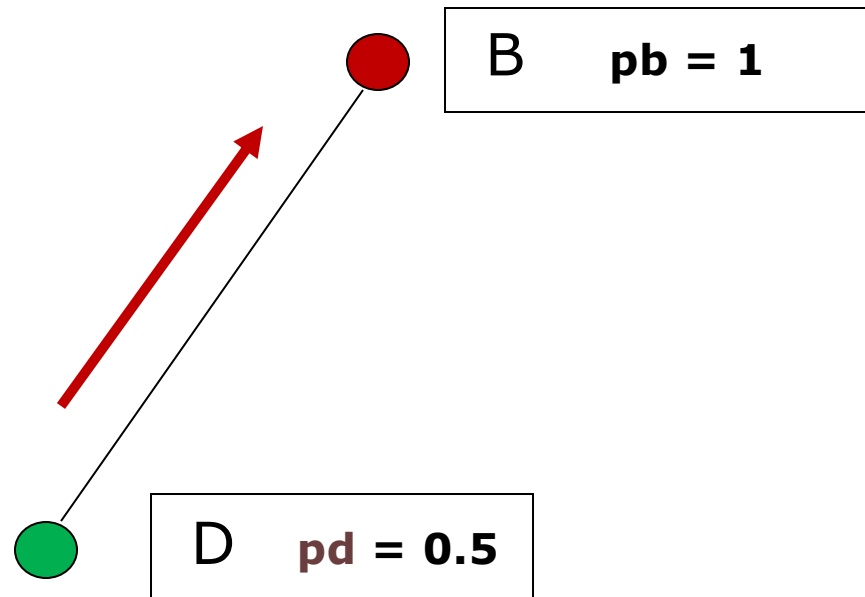
pb = 1.0
pc = 0.8
pd = 0.5

- 1.
- 2.
- 3.

B fires the first and B kills C
C fires the first, C try to kill B
D fires the first, D does not fire

1. B fires the first and B kills C





```
dChance = Math.random()
```

```
if (dChance < pd)
```

```
    countD++
```

```
else
```

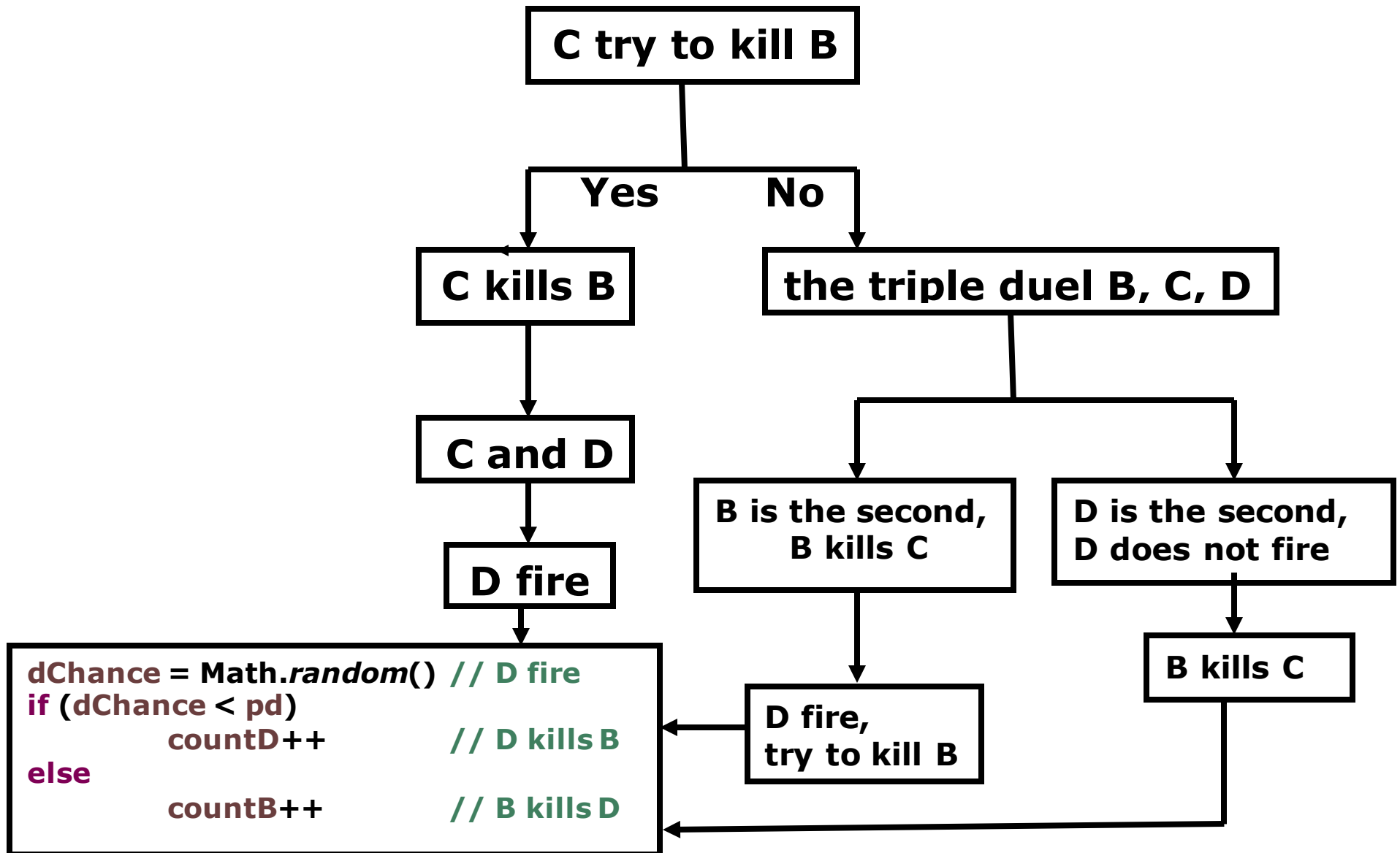
```
    countB++
```

```
// D fire
```

```
// D kills B
```

```
// B kills D
```

2. C fires the first, C try to kill B



3. D fires the first, D does not fire

