asgn1 pseudocode

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includes
Prototypes
main
       Create die (given in assignment)
       Create array of names (given in assignment)
       Input variables (num of players & seed)
       Other variables(players_out, num_of_rolls, pot, and position, playing(boolean))
       Prompt for seed
       Prompt for players
       Input error check
       Create bank array for however many players there are
       Set each cell in bank array to 3
       Set srand
       Loop until game over
              Loop until bank[i] > 0
                      Move position right
              Print whos rolling
              Num_of_rolls = bank[position]
              If bank[position] > 3
                      Num of rolls = 3
              For (i = 0, i < num_of_rolls, i++)
                      Roll = die[rand() % 6]
                      Switch
                             Case 0
                                     Print name gives $1 to left
                                    Bank[position] -= 1
                                    bank[left(position, num of players)] += 1
                                    Break
                             Case 1
                                     Print name gives $1 to right
                                    Bank[position] -= 1
                                    bank[right(position, num of players)] += 1
                                    Break
                             Case 2
                                     Print name gives $1 to pot
                                     Bank[position] -= 1
```

```
Break
               Case 3
                      Print gets a pass
                      Break
               Default
                      Print error
                      Break
       If (i == (num_of_rolls -1)) // players last role
               Print newline
Move position right
Players out = 0
For i in num of players
       If bank[i] < 1
               Players_out ++
       If players out == num_of_players -1
               Playing = 0
```

Print winner information Return 0

Left function (given in assignment) Right function (given in assignment)

