

Author: Michael Cooper
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Game of Craps flowchart

main

System Libraries

I/O Objects
Standard Namespace
#include <iostream>
#include <ctime>
#include <cstdlib>
#include <fstream>
#include <iomanip>
#include <string>
#include <cmath>

User Libraries

none

Global Constants

const float
PERCENT=100.0f;

Function Prototypes

```
char rollDie(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 &);
```

Declare Variables/ Files

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

Initialize Variables/ Files

```
string inName="GameInfo.dat";  
char outName[]="GameStats.dat";  
in.open(inName.c_str());  
out.open(outName);  
int beg=time(0);  
int end=time(0);
```

Prompt Output

Total amount of games with statistics
made up from wins, losses, rolls.
Including making percentages and
averages.

```
cout<<"Total time to play these  
Games in integer seconds = "<<end-beg<<endl;
```

```
scrnDsp(wins,losses,SIZE,nGames,numThrw,mxThrw);
```

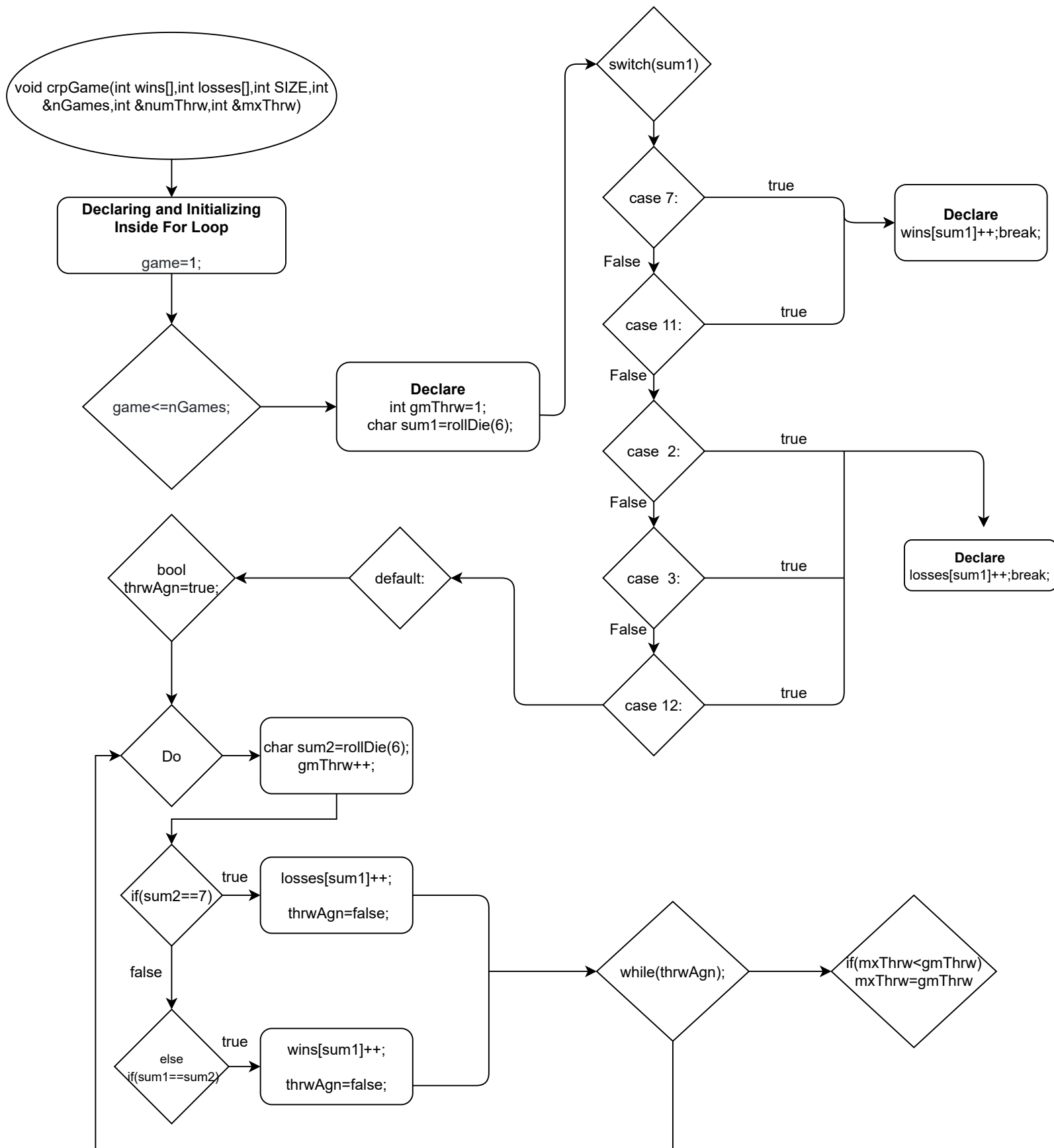
```
cout<<"Total time to play these Games in  
integer seconds = "<<end-beg<<endl;  
fileDsp(out,wins,losses,SIZE,nGames,numThrw,mxThrw);
```

```
fileDsp(out,wins,losses,SIZE,nGames,numThrw,mxThrw);
```

```
in.close();  
out.close();
```

return 0;

Function 1



Function 2

