COSC 1420.S01
PROGRAM NINE

ASSIGNMENT:

Create a program to allow a user to play a modified "craps" games. The rules will be as follows:

1) User starts with $50.00 as their total.
2) Ask the user for their bet (maximum bet is their current total).
3) Throw a pair of dice.
   a) If the total value is 7 or 11, the user is an instant winner. The user has the amount bet added back into their total. Ask the user if they wish to play again and if so they start at step two above.
   b) If the total value is 2, 3, or 12, the user is an instant loser. The user has the amount bet deducted from their total. Ask the user if they wish to play again and if so they start at step two above.
   c) If the total is anything else, remember this total as the "point" and roll again.
      i) If the new total is equal to the "point", the user wins and the process is the same as winning in (a) above
      ii) If the new total is a 7, the user loses. And the process is the same as losing in (b) above.
      iii) If the new total is anything else the user must roll again and again try to match the "point" of the first roll.

DUE: 27 Mar 2019

   1) An electronic copy of the .c and .h files in the project folder as created by Visual Studio. This will be emailed to the instructor with the subject line "COSC 1420.S01 – Lab 9".
   2) If you wish any feedback on your work, turn in a printed listing of the .c and .h files that you created.