CS 240 Section 003 Spring 2018

Homework #1

Deadline: Friday, January 12th 11:55pm

You are to write a program that plays the game of craps. Craps is a dice-rolling game with simple rules. During a game of craps, one player, called the “shooter” rolls the dice for the entire game. On the first roll of a game, the shooter wins if a 7 or an 11 are rolled, and loses if a 2, 3, or 12 are rolled. If the first roll is not a win or a loss, the shooter’s first roll becomes the ‘point’ value. The shooter then rolls again and again until either a 7 is rolled (shooter loses), or the ‘point’ value is rolled a second time (shooter wins).

The program must:

1. Print out a welcoming message.
2. Tell the user that the game is about to begin.
3. Show the result of the first roll.
4. If the first roll is a win or a loss, print the result and skip to the last step.
5. If the first roll is not a win or a loss, store the first roll as the ‘point’ value and proceed to step 6.
6. Tell the user the point value and the result of the next roll.
7. If the new roll is the ‘point’ value or a 7, tell the user the shooter has won or lost and skip to step 9.
8. Repeat steps 6 and 7 until the shooter wins or loses.
9. Print a goodbye message and exit the program.

Helpful tidbits:

* To get values for dice:
  + Include the files <cstdlib> and <ctime>
  + Write the statement srand((unsigned)time(NULL)); at the start of the main function.
  + To roll a die, assign it the value (rand() % 6 + 1)

An executable file for this program is available on Moodle.

**Electronic submission:** Submit the assignment to Moodle at “Homework 1”. Only submit one file. Name this file “Homework1.cpp” or “Craps.cpp”.

Make sure you have a comment header at the top of the file with your name, section, data, and assignment.