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11:42 AM
Purpose: Project Craps
Game

//System Libraries
#include <iostream>
#include <ctime>
#include <cstdlib>
#include <fstream>
#include <iomanip>
#include <string>
#include <cmath>
using namespace std;

//Global Constants
const float PERCENT = 100.0f

//Function Prototype
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 &);

int main (int argc,
char**argv)

srand(static_cast<int>(time(0)));

//Declare file & game variables
ifstream in;
ofstream out;
int nGames;
int mxThrw=0,numThrw=0,lmGames=100000000;
const int SIZE=13;
int wins[SIZE]={};
int losses[SIZE]={};

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//Initialize variables
string inName="GameInfo.dat";
char outName[]="GameStats.dat";
in.open(inName.c_str());
out.open(outName);
while(in>>nGames);//Last value in file becomes
the number of games
nGames=nGames>lmGames?
lmGames:nGames;//Limit games if to high

//Play Game
int beg=time(0); //beginning time of play

crpGame(wins,losses,SIZE,nGames,numThrw,mxThrw);

//Game Over
int end=time(0); //end time of play

out<<"Total time to play these Games in integer
seconds =" <<end-beg<<endl;
//this is to file

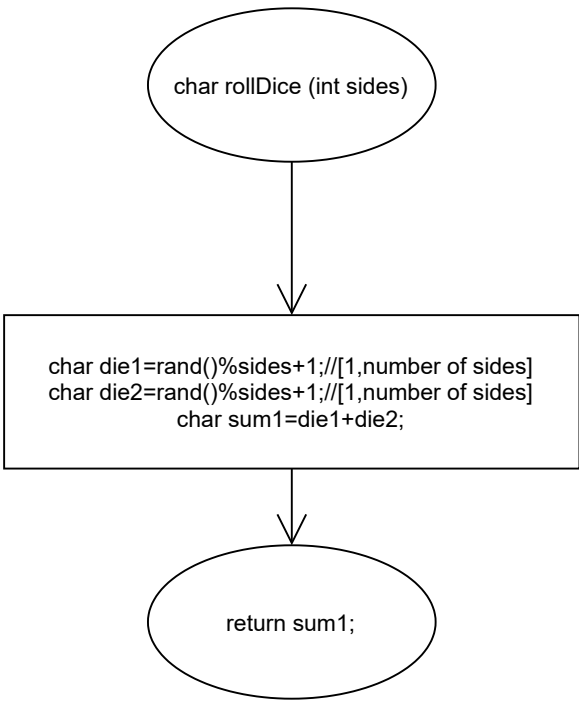
scrnDsp(wins,losses,SIZE,nGames,numThrw,mxThrw);

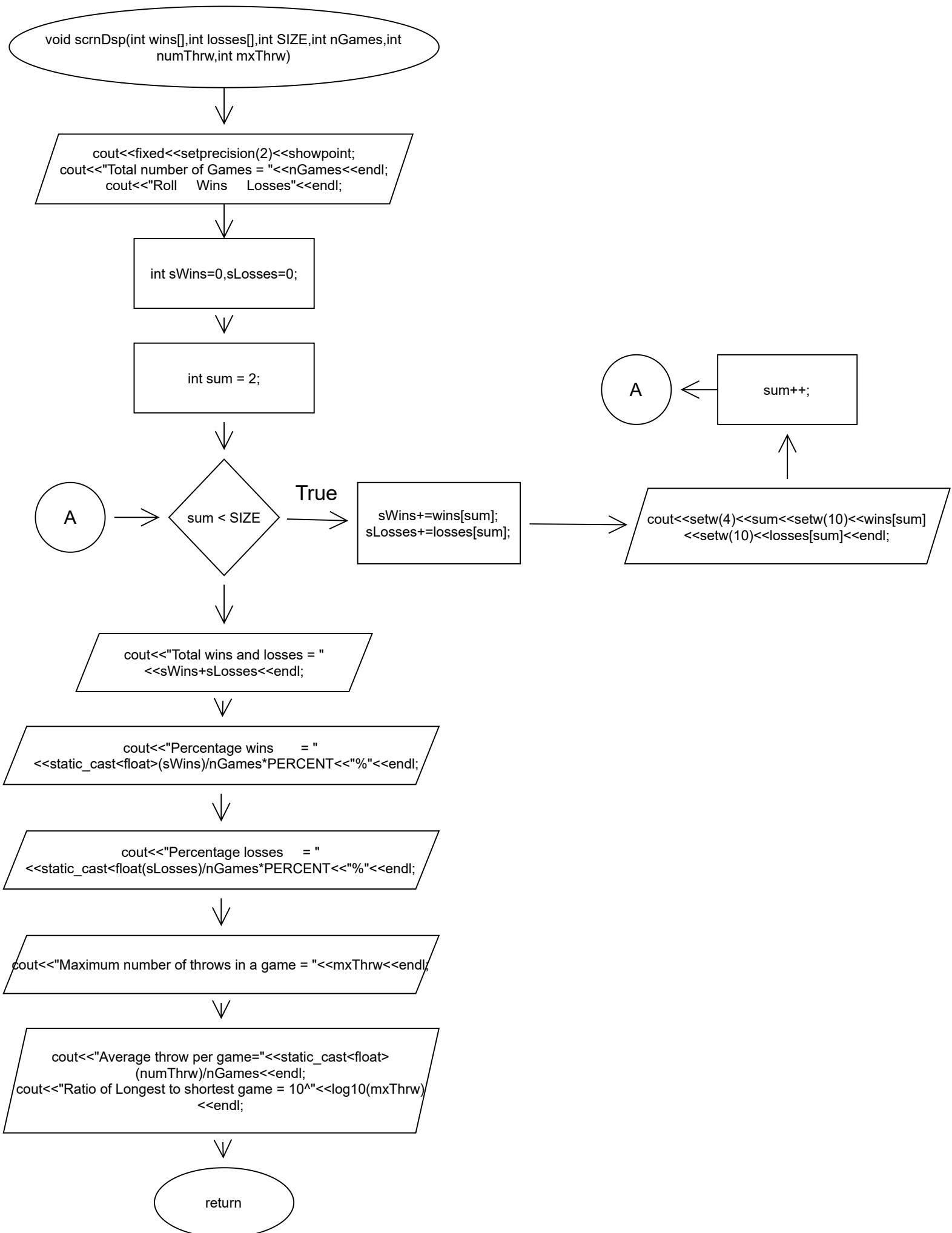
cout<<"Total time to play these Games in
integer seconds =" <<end-beg<<endl;

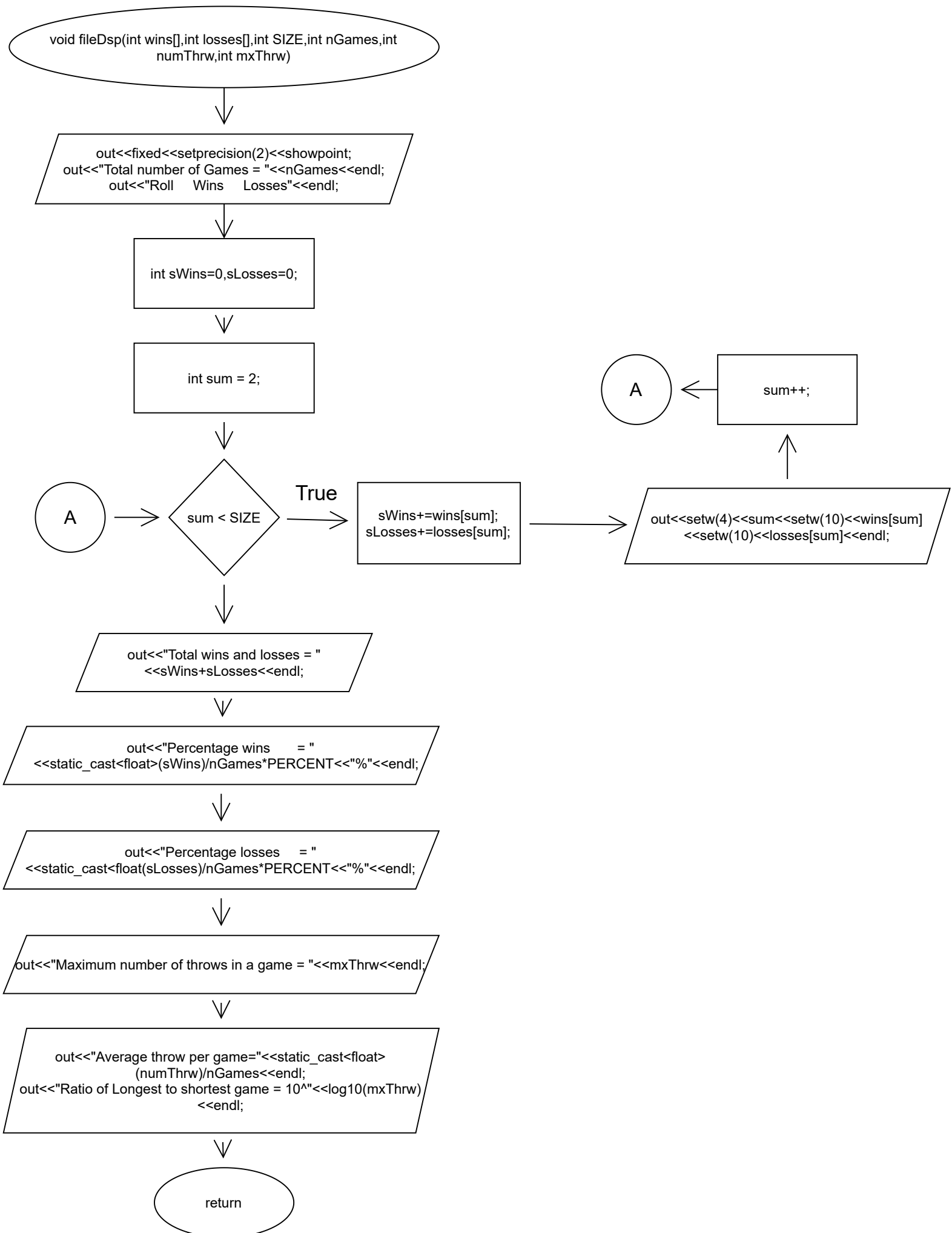
fileDsp(out,wins,losses,SIZE,nGames,numThrw,mxThrw);

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

return 0;







void crpGame(int wins[],int losses[],int SIZE,int &nGames,
int &numThrw,int &mxThrw){

int game = 1;

game <= nGames;

crpGame
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//Throw dice and sum, keep track of number of
//throws in a game
int gmThrw=1;
char sum1=rollDie(6);

sum1 == 7

True

sum1 == 11

True

wins[sum1]++;break;

sum1 == 2

True

sum1 == 3

True

losses[sum1]++;break;

sum1 == 12

True

crpGame
Part 2

