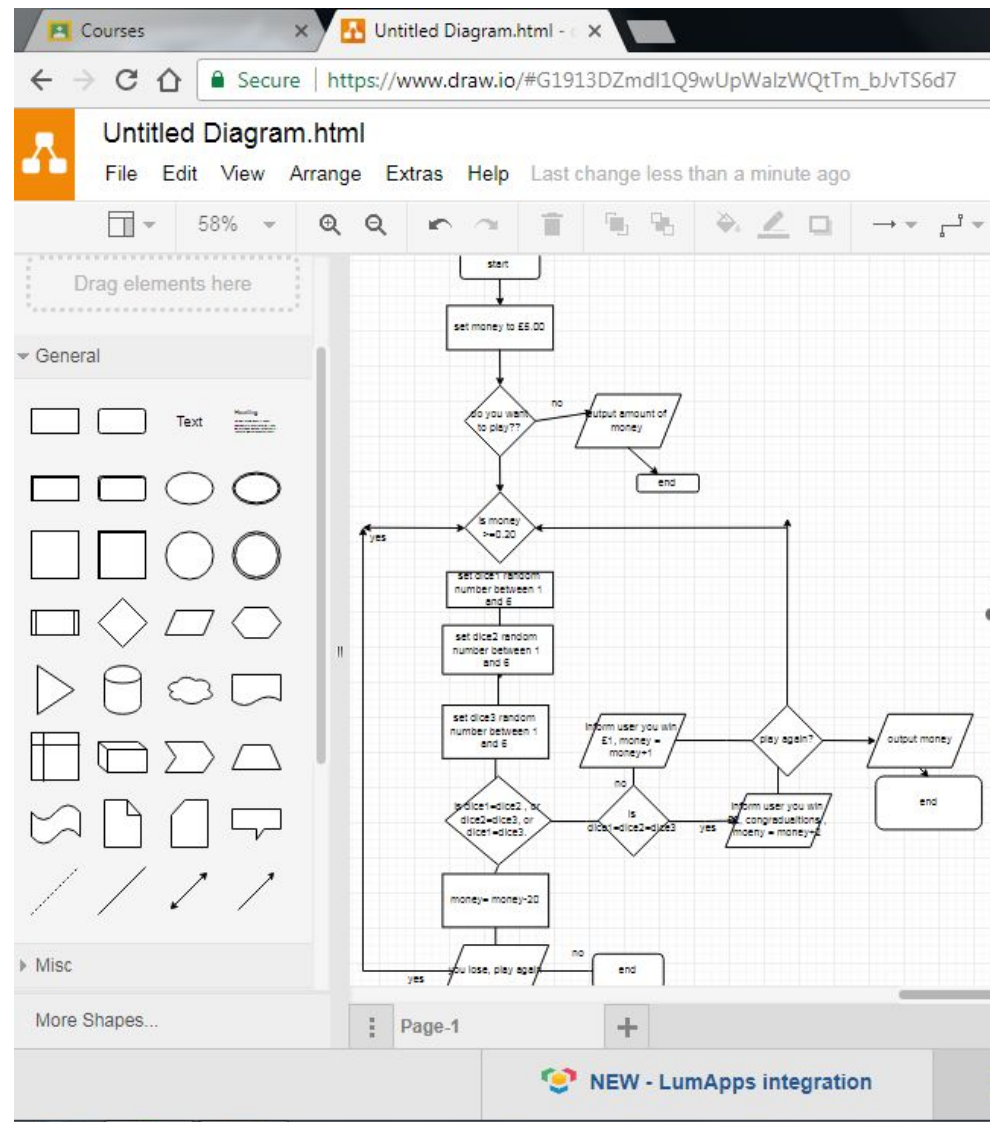Chapter 2: Iteration Final Task

Using the information on page 43 of the Computer Science textbook complete the following three tasks.

1: In the box below complete the flowchart on page 43 to finish the problem (design) of the program.
(The quickest and neatest way to do this will be on paper using a ruler and pencil and scan using the pool printers)

2: Looking at your completed flowchart do the design as pseudocode. Remember to look out for the obvious clues. If there is a loop or a decision (selection) in your flowchart there is going to be a indent (loop) in the pseudocode. Look for the areas of your flowchart that are sequence as these will just be each line of your pseudocode etc. Capitalise keywords etc

Player has £5.00
Minus £0.2 for play
If they want to play

```
function()
Roll dice 1
Roll dice 2
Roll dice 3
If dice 1 = dice 2, dice 1 = dice 3, dice 2 = dice 3
Player gains £1
If dice1=dice2=dice3
Player gains £2
Play next round?
Yes = function - £0.2
No = display earnings
```

3: Produce a trace table based on your design. Remember your trace table will list the variables you have stated and show the value of each variable at each line of your design as it would work through step by step if you actually created it.

If you have completed all of the three tasks above and if you have time you might as well show off your programming skills and code it up as well. Just for the FUN OF IT!!!1 :) :) :)