

Play-dreidel.c

main()

//So if option is modified, the new value overwrites the default

Create default values for

Players

Starting coins

Total_rounds

Seed

Get command line inputs for 'c', 's', 'p', 'v'

Switch each value

C, set coins to value

S, set seed to value

P, set players to value

V, enable elimination output

Check if Players is between 2 and 8

Check if coins is between 1 and 20

//set seed to given seed

mtrand_seed(seed)

//Call enable elimination function

enable_elims();

//Call playgame and pass total rounds pointer into function to get 2 values out of call

Winner = play_game(players, coins, &total_rounds)

printf("Winner players, coins, total rounds, seeds")

Dreidel.c

```
Int mt_rand(void)
    //Function to get modulus value from random number
    Return mt_rand64() %4
```

```
Void enable_elims()
    Enable elimination message, function gets called in main
```

```
Char spin_dreidel(void)
    Int val = mt_rand()

    //Switch over value to return the character of the roll
    Switch (val)

    Case 0:
        Return G
    Case 1:
        Return H
    Case 2:
        Return N
    Case 3:
        Return S
```

```
Int play_game(int n_players, int coins, int *total_rounds)
```

```
//Creating array to store the coins of every player
Player_coins[n_players]
```

```
Set all players coins to inputted default coins (for loop)
```

```
While true
    Loop through every player
        If player is out, skip turn
```

Get characters roll

Case G:

player gets entire pot

Set pot to 0

Case H

Player gets half the pot

Set pot to half

Case N

Nothing happens, pass

Case S

Remove 1 coin from player

Add 1 to pot unless they are out of coins

End of switch

If Player has negative coins, player is removed

Count_of_eliminated_players ++;

If (eliminated = players - 1)

End game as only 1 player remains

*total_rounds = rounds

Return index of winning player.

//Increment rounds once every player has had a chance to have their turn

//End of for loop

Rounds = rounds + 1

//end of while loop