

Author: Dr. Mark E. Lehr
Created on April 23rd, 2018
Purpose: Simulate a Craps Game

System Libraries

iostream
std namespace
ctime
cstdlib
fstream
iomanip
string
cmath

User Libraries

none

Global Constants

const float PERCENT=100.0f

Function Prototypes

```
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  
&);
```

main

Set Random # Seed
srand(static_cast<unsigned
int>(time(0)));

Declare and initialize variables

```
ifstream in;  
ofstream out;  
int nGames;  
int mxThrw,numThrw,lmGames=100000000;  
const int SIZE=13;  
int wins[SIZE]={};  
int losses[SIZE]={};  
string inName="GameInfo.dat";  
char outName[]="GameStats.dat";
```

Open files for I/O
in.open(inName.c_str());
out.open(outName);

$in >> nGames$

true

$nGames = nGames > lmGames ?$
 $lmGames : nGames;$

int beg=time(0);

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

int end=time(0);

Display Time on Screen
 $cout << "Total time to play these$
 $Games in integer seconds = "$
 $<< end - beg << endl;$

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

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

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

Close files
in.close();
out.close();

return 0;
exit main





