Author: Arlene Sagaoinit Created on: Sept 27, 2021, 7:28 PM Purpose: Flowchart Craps Game **System Libraries Initialize Variables** iostream, ctime, cstdlib, fstream, string inName iomanip, string, cmath, standard Main namespace char outName[] **Set Random Number User Libraries Open Game Files** Seed None in -> open(inName) srand(time(0)) out -> open(outName) **Declare File Global Constants** Loop Through File to Get Number of Games inputFile -> in Float PERCENT=100.0f outputFile -> out Set nGames = limit if nGames> limit **Declare Game Variables Function Prototypes** nGames, mxThrw, numThrw, char rollDie, void fileDsp, void ImGames, SIZE, wins[], Page 2 scrnDsp, void crpGame losses[]











