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File: main.cpp

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Created on November 2, 2017

Purpose: Project 1

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//System Libraries

//Standard library

//Random Numbers/Exit

//Time to set the seed

//File stream library

//Format library

//String library

//Vector library

//Character string

//User Libraries

//Global Constants

//Calculate Wins and Losses Percentages

//Limit Number of Games 100's

//Limit to 10's

//Constants for Structure Inputs

//Password

//Username

//Bet Color

//Result Color

//Bet Amount

//Pay Out Result

//Total Winnings

//Possible Wins

//Number of Wins

//Number of Losses

//Valid Color

//Land on Red

//Land on Blue

//Character string

//Character string

//Standard Number of Games

//Function Prototypes

//Calculate Wins and Loss Percentage

//Output a respond based on Winnings

//Respond if player losses money

//Display High Score Yes or No

//Search for a username

//Test Color

//Executable code begins here!!!

//Set the random number seed for wheel spin

//Structure setup

//Instantiate and Open files

//Input Number of Games

//Output Result of Games

//Output Score if Winnings > 0

//Input Values//Structure in Use

//Declare Variables-Pointer Array

//Select Standard Number of Games

//Title

//Get Username

//Get Correct Password

//If password is wrong ask for it again

//Loop to end

//Limit the number of games

//Loop the Game

//Bet amount input

//Not allow bet to negative or 0

//Bet amount input

//Input validation loop

//Bet color input

//Check if bet color is valid

//if !valid, then output invalid message

//If not valid ask for bet color again

//Bet color input

//end input validation loop

//Process by mapping inputs to outputs

//Last line will be number of games from file

//Call random number generator for the color landed on

//Value from 1 to 26 //Spin Wheel

//Land on Red

//Bet Won

//Double Bet

/Add plus one win

//Bet Loss

//Minus Bet

//Add plus one loss

//Invalid Input

//Output Game Result for Land on Red

//Land on Blue

//Bet Won

//Double bet

//Add plus one win

//Bet Loss

//Minus Bet

//Add plus one loss

//Invalid Input

//Output Game Result For Land on Blue

//Get Sum of Pay Out

//Get Sum of Bet

//Display Current Winnings

//Output Username and Total Winnings if Winnings is > 0

//Close High Score File

//Output Percentage of Wins and Losses

//Percent Wins

//Percent Losses

//Possible Winnings

//Actual Winnings

//Output Result Based on Winnings

//Respond if player losses money

//Percent Wins

//Percent Losses

//Possible Winnings

//Actual Winnings

//Display High Score From File

//Get Y or N input then show high scores or exit

//Find a username in high score file

//Close Files and Exit stage right!

//Calculate Wins and Loss Percentage

//Output a respond based on Winnings

//Loss money respond

//Won money respond

//Won a lot of money respond

//Respond if player losses money

//Display High Score Yes or No

//Declare option to display high score

//Get Yes or No

//Input Y or y to open high score

//Input each line of the file

//Search for a username

//Input High Score File

//Close File

//Test Color