Greedy coins

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Class : comp sci 101 -002 TuTh 5:30-6:45

Program number #2. Greedy Coins

1. Welcome to Greedy coins
2. Display current score
3. Ask player to hit enter if they want to play game
4. Players turn
5. Generate 3 random flipped coins
6. If at leas one of the coins is heads play continues. Give one point per coin that lands heads.
7. If all three coins land tails then turn ends and player looses turn. Go to step 10
8. Player decides to (f)lip or (h)old. If player choose flip they bet the pot and gain and return to number 4.
9. If player decides hold. Then the pot is added to player score. AI’s turn
10. Display current score
11. Let player know its is the computers turn. hit enter if they want to play game
12. Ai Turn
13. Generate 3 random flipped coins
14. If at leas one of the coins is heads play continues. Give one point per coin that lands heads.
15. If all three coins land tails then turn ends and AI looses turn. Loop back to step 4 .
16. AI plays until the pot reaches 8. Keep looping until that happens
17. When either player reaches 20 then the game is over.
18. Ask the player of they would like to continue. If the do loop starts with the losing player first.
19. If player declines to play again thank the player for playing.