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File: main.cpp

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Purpose: Pseudo code for roulette game

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//System Libraries

//Input Output library

//Random numbers

//Time to set the Seed

//String Functioning

//Math Library

//Precision library

//Read Write Library

//File stream library

//Format Library

//Namespace std of system libraries

//User Libraries

//Global Constants

//Such as PI, Vc, -> Math/Science values

//as well as conversions from system of units to another

//Percentage Conversion

//Million

//100,000

//Function Prototypes

//Main -> Executable code begins here!!!

//Set the random number seed

//Declare Variables and Initialize

//int for guesses, floats for ratios

//char and string for choices

//Set Constants for limits

//Counters/indicators initialize for wins, loss, and $

//Intro

//Instantiate and Open files for header

//Retrieve and Display Header

//Close file

//Get Player Name

//Explain betting system

//Display Menu

//Choose Game Type

//Play By Color

//Explain Gain/Loss

//Ask User to Bet on Black or Red

//Validate Input

//Play by Do While Looping

//Randomize Choice

//Compare Choice

//If Win

//Display Winning Message

//Add Dollar to Bank

//Add 1 to Win Tally

//Add 1 to Games Tally

//Display Bank Total

//Else Lose

//Display Losing Message

//Subtract Dollar From Bank

//Add 1 to Loss Tally

//Add 1 to Games Tally

//Display Bank Total

//If Money = 0

//Display Bankrupt Message

//Break! End Game

//Play Another Game.

//Validate Input

//Do While Loop Ends Game With -1

//Play By Number

//Explain Gain/Loss

//Ask User to How Many Plays on This Spin

//Validate Input

//Play by Do While Looping

//Ask for Number of Plays on This Spin

//Validate Input

//Generate Random Number Between 0-37

//Initiate For Loop for Number Guess

//Choose Number

//Validate Input

//Compare Choice To Random Number

//If Win

//Display Win Message

//Add $40 to Bank

//Add 1 to Play Tally

//Add 1 to Win

//Display Bank Total

//Else Lose

//Display Loss Message

//Subtract Dollar from Bank

//Add 1 To Loss Tally

//Add 1 to Play Tally

//If Money = 0

//Display Bankrupt Message

//Break! End Game

//Display Winning Number

//Do While Loop Ends With -1 Entry

//Validate Menu Entries

//Display Thank You For Coming Message

//Ratios

//Algebraic and Static Expressions for Answers

//Output Data

//Set Precision for floats

//Display Win Total

//Display Loss Total

//Ask For Ratio Display

//Switch Menu for Ratio Display

//W Displays Win vs Plays

//L Displays Loss vs Plays

//O Displays Win Over Loss

//T Displays All Three

//Display Ending Bank Balance

//Display Come Again Message

//Write File

//Open Output File

//Output Win Total In Output File

//Output Loss Total In Output File

//Output Win Ratio In Output File

//Output Loss Ratio In Output File

//Output Win/Loss In Output File

//Output End Balance In Output File

//Close File

//Exit!!!