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Purpose: Project 2 - Simulate a Craps Game

System Libraries:
#include<iostream>
#include<ctime>
#include<cstdlib>
#include<fstream>
#include<iomanip>
#include<string>
#include<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 the random number seed
srand(static_cast<unsigned int>(time(0)));

// Declare file and game variables:
ifstream in;
ofstream out;
int nGames;
int mxThrw = 0,
numThrw = 0,
1mGames = 100000000
const int SIZE = 13;
int wins[SIZE]={};
int losses[SIZE]={};

// Initialize Variables:
string inName="Gameinfo.dat";
char outname[]="GameStats.dat";
in.open(inName.c_str());
out.open(outName);

While(in>>nGames)

True

False

nGames>1mGames

True

nGames = 1mGames;

False

nGames = nGames;

// Time the game play
int beg=time(0);

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

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