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Purpose: Practice creating Flowcharts using GameOfCraps_V6

System Libraries
I/O Objects
C-style Time Objects
C Standard Library
File I/O Objects
Format Objects
String Objects
Math Objects
Standard Namespace

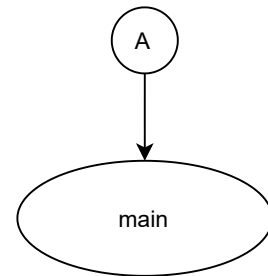
User Libraries
None

Global Constants
PERCENT=100.0f

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PERCENT=100.0f

Function Prototypes
rollDie Function
fileDsp Function
scrnDsp Function
crpGame Function

A



Set the random number seed

Declare file and game variables
in
out
nGames
mxThrw=0
numThrw
lmGames=100000000
SIZE=13
wins[SIZE]
losses[SIZE]

Initialize Variables
inName="GameInfo.dat"
outName[]="GameStats.dat"
in.open(inName)
out.open(outName)

Input to nGames from in

still more input

True

False

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