**Project 1**

<Craps w/ Preset Bets and 5 rounds>

CIS- 5 – 40739

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Date: February 6, 2020

**Introduction**

Title: Craps with Preset Bets and 5 rounds

Craps is a dice game played with two die. If your first roll is either 7 or 11 you win; however, if it is 2 or 12, then you lose. If you roll a different number than these say, 4, then 4 becomes your point number and you must re-roll. If you roll your point number, 4 in this case, then you win; however, if you roll a 7 then you lose. Any number than these will result in another re-roll. A re-roll may go on until either the point number, or the 7 is rolled.

In this case, the user is given a initial $10 amount. They are also given three bet options of $2, $5, or $10. If the user chose the $2 bet, and the user won, then they would receive their $2 bet back, and given double their bet. So the user would finish with $14. The user is also only given 5 rounds to play with this current version.

**Summary**

Current Project size: 288 lines

Number of Variables: 12

This current version does not utilize functions or arrays, so the program is still a work in progress. I limited it to only 3 preset bets and 5 rounds as to expand upon in the next version. Project 2 will allow for any number of rounds until the user has no money left, and further ideas of betting on point rolls as well. That would incorporate more float and input statements.

As I learn more concepts, I can clean up the code a lot more and incorporate many other ideas. C++ offers a lot of tools to do cool things with games such as craps. I’m excited to see how the result will run. I did a lot of incremental programming, as in building small amounts of code then running them with this project. I wrote a lot down by hand first, then typed it in the computer. This transformed to some kind of object-orientated-coding because a I built a couple programs separate because I had trouble running them in the main project, then I added them to the main program again, such as the random number generator.

**Description**

The main point of this program is to show how a menu can be utilized using a switch concept. Also, using various other decision making concepts to add betting to the craps game. Using the <cstdlib> is displayed by the random operator. Perform an action when a button is pressed, and make logic decisions to output the information.