

```

Create Piles A, B and C;
Create random number and assign to each pile;
Ask for Player 1 name;
Input name player1;
Ask for player 2 name;
Input name player2;
Get A, B and C;
    Output current game status;
Loop { //asks for inputs for pile and amount of stones;
    Create character play;
    Create bool trigger = 0;
    Loop2{
        Input pile;
        Check for valid input;
            If valid, proceed;
            If not valid, flush and ask again;
                Trigger set to 1;
    }
    Trigger set to 0;
    Check input pile;
        Check if pile is valid;
            If valid, proceed;
            If not valid, flush and ask again;
                Trigger set to 1;
    Trigger set to 0;
        Output question about amount of stones to remove;
        Input number;
            Check for valid amount;
                If valid, proceed;
                If not valid, flush and ask again;
                    Trigger set to 1;
    Trigger set to 0;
        Take amount from total of pile;
    Check if all piles are empty;
        If true, print winner;
        If false, proceed;
    Output current game status;
Repeat for player2;
}

```