

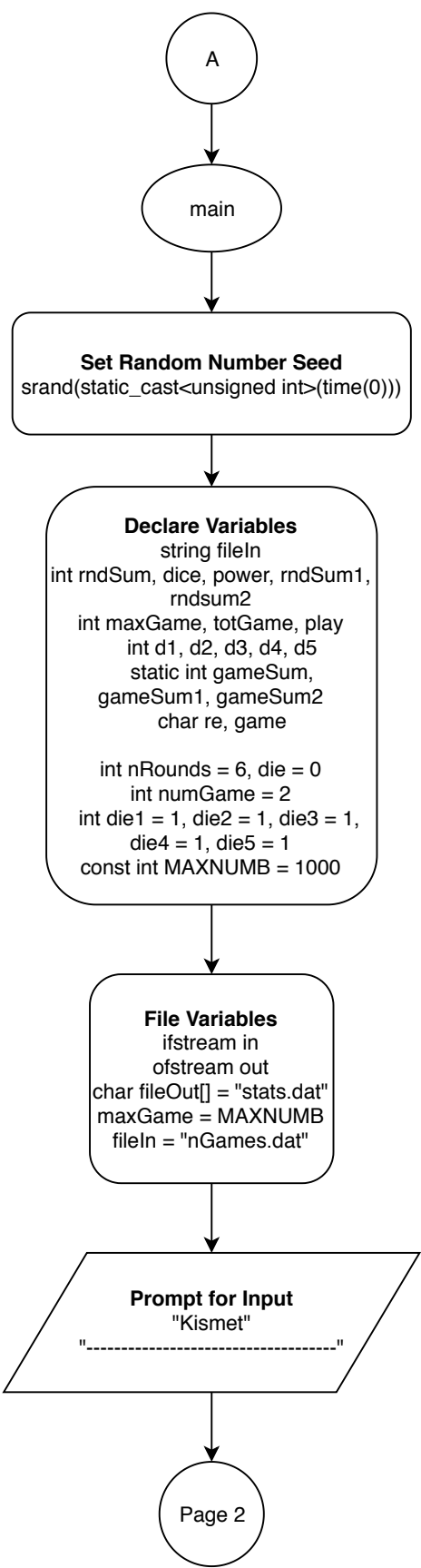
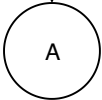
**Author:** Gabriella Ciacchella  
**Created on** July 24, 2019, 11:39 PM  
**Purpose:** Create the dice game Kismet

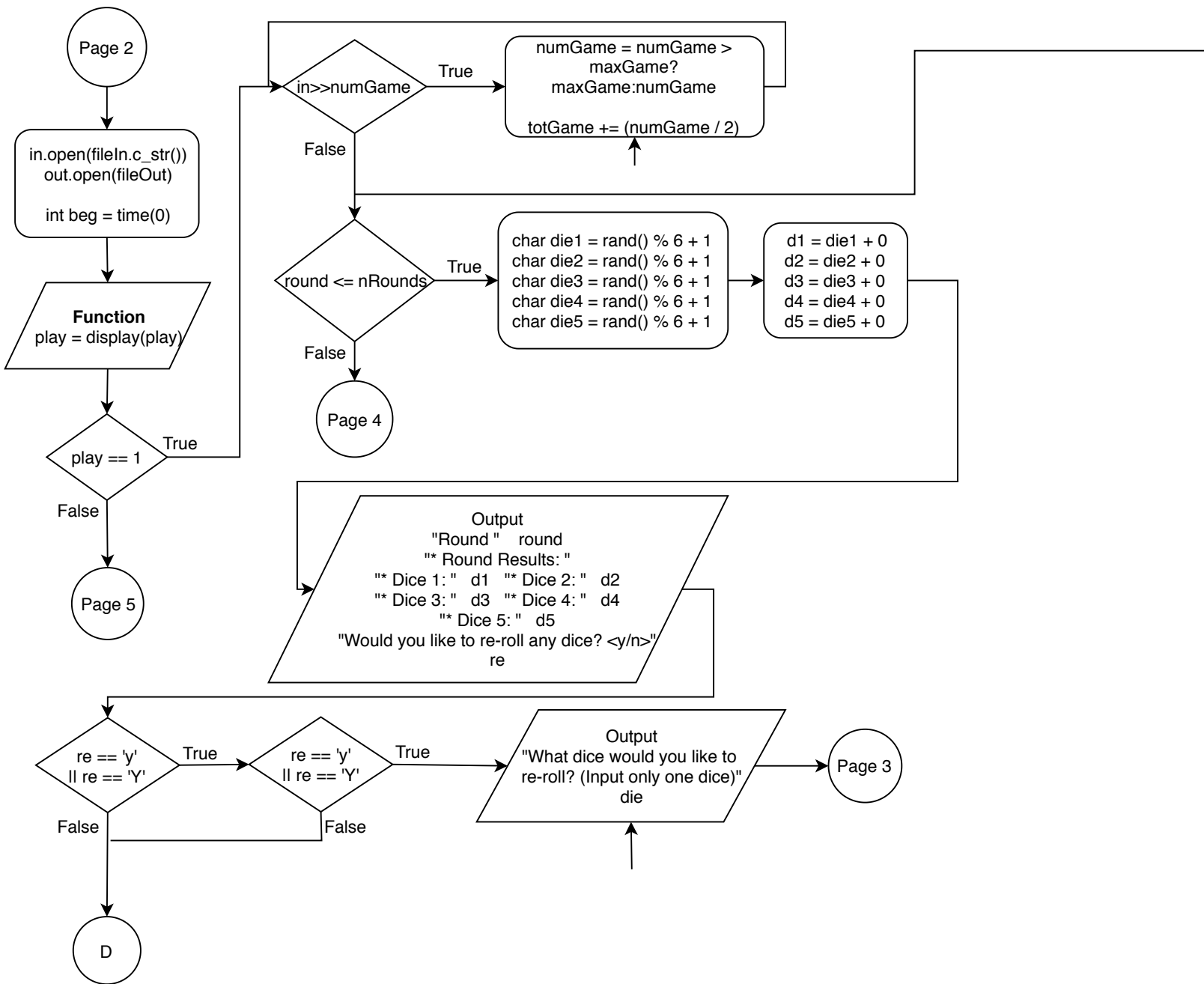
**System Libraries**  
I/O Objects  
Srand to set the seed  
I/O Format  
file I/O  
string library  
Standard Namespace

**User Libraries**  
none

**Global Constants**  
none

**Function Prototypes**  
int display(int)  
void whoWon(int, int)

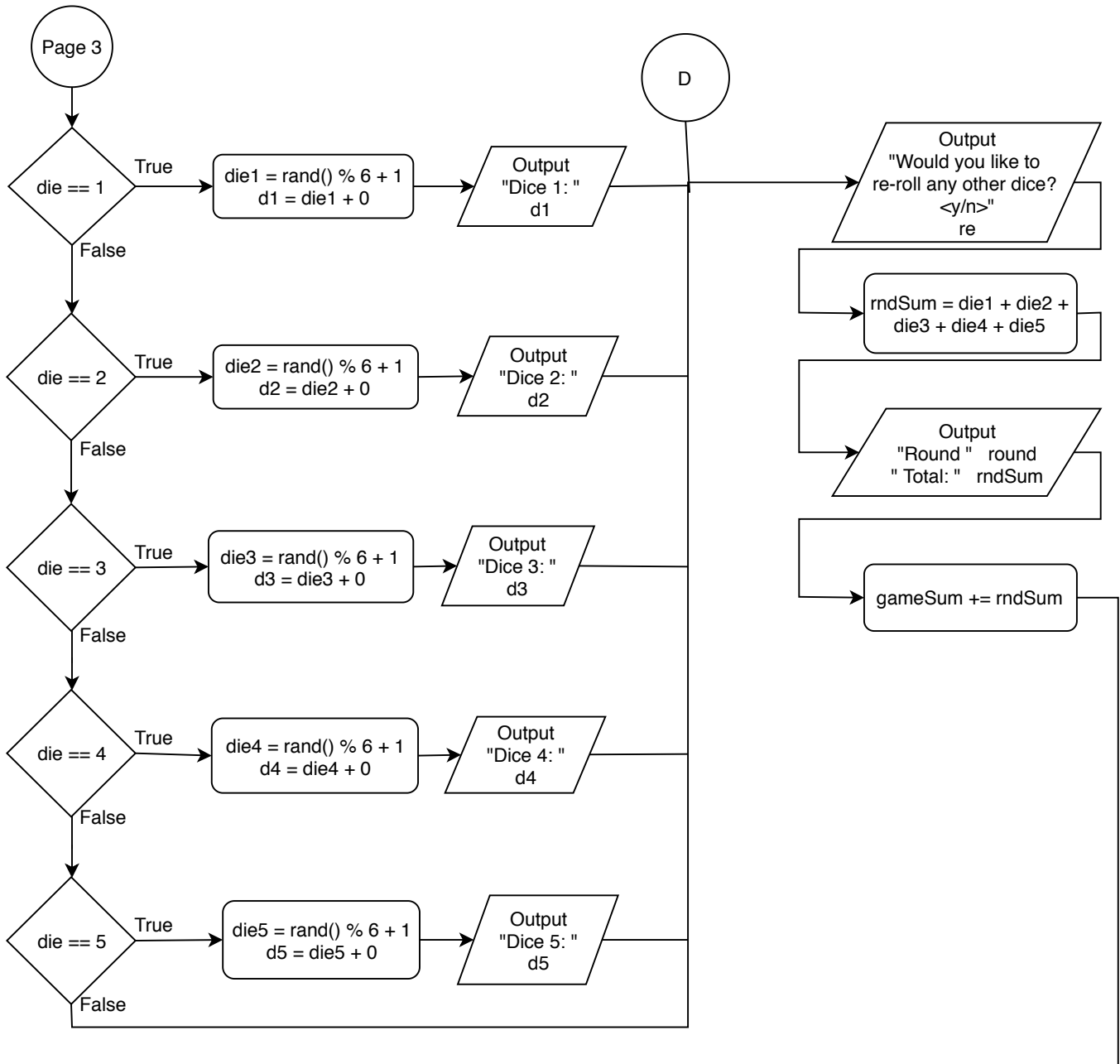


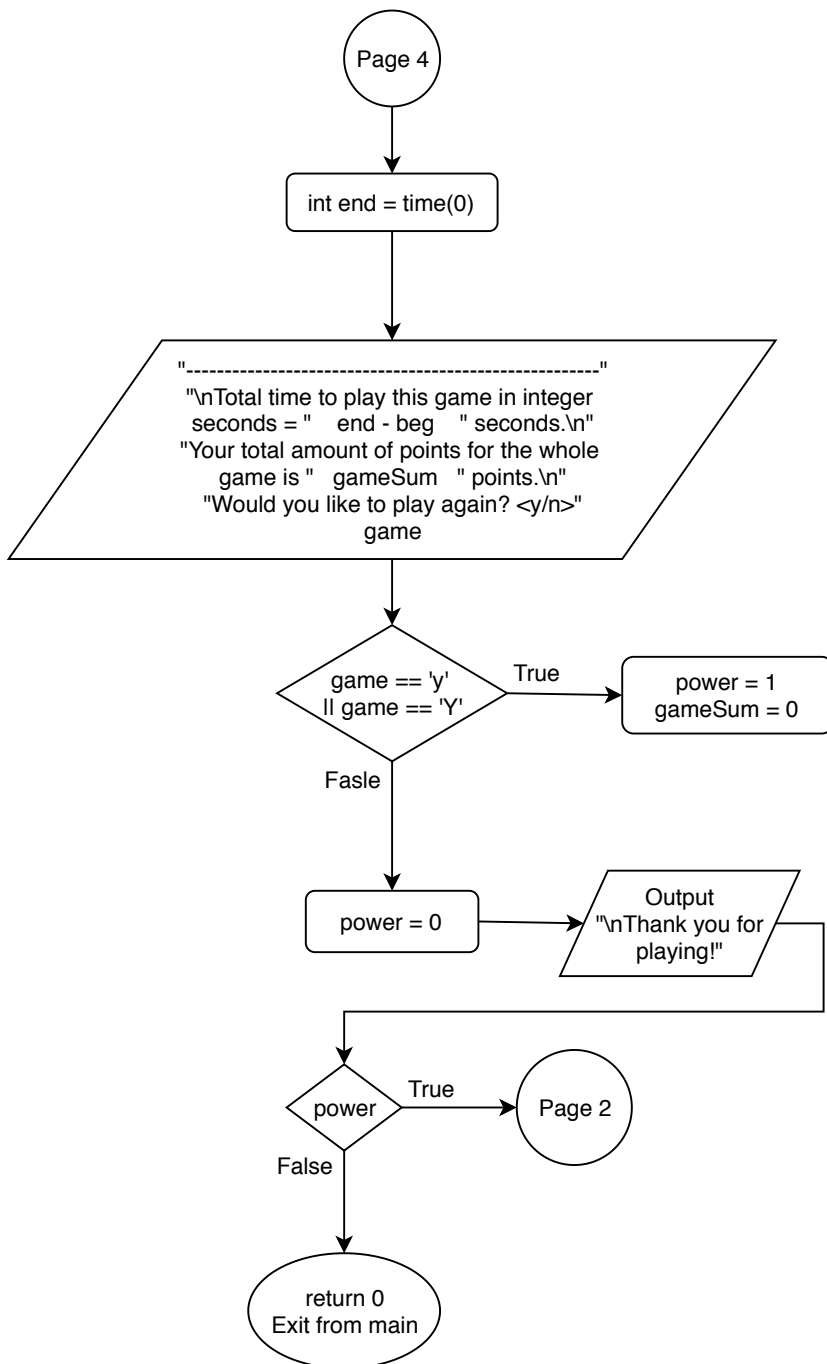


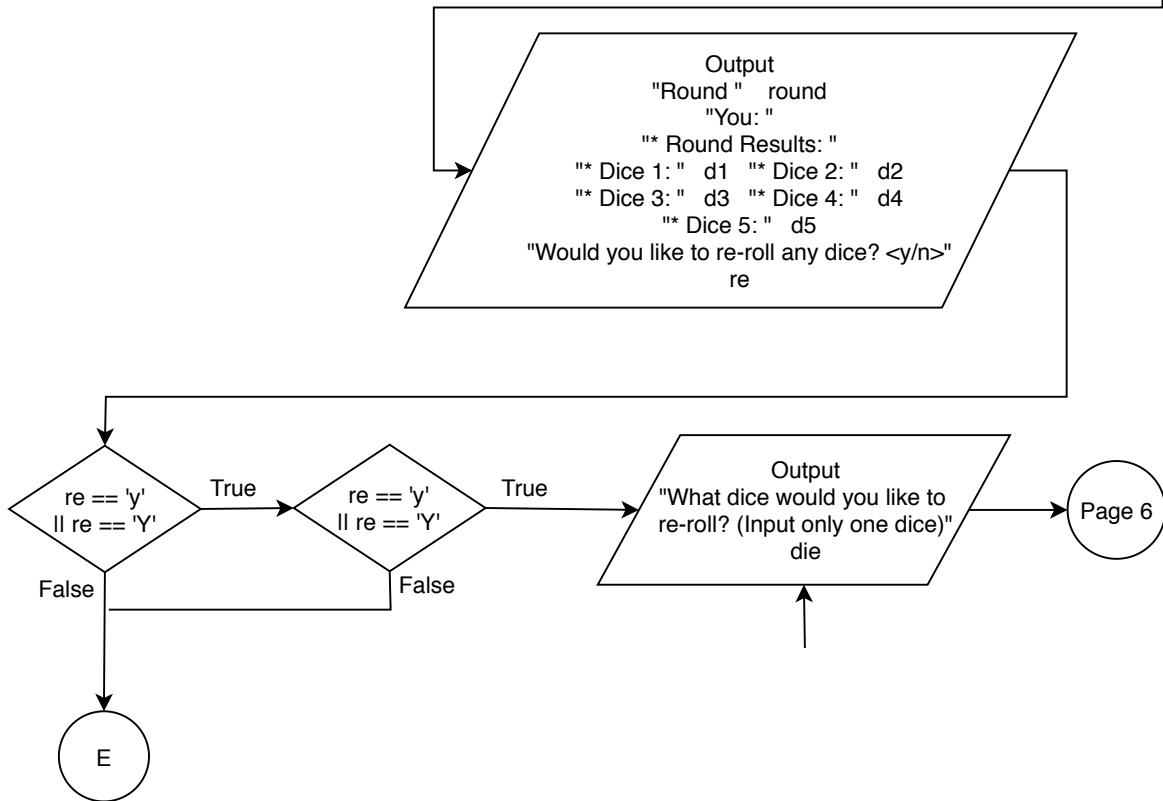
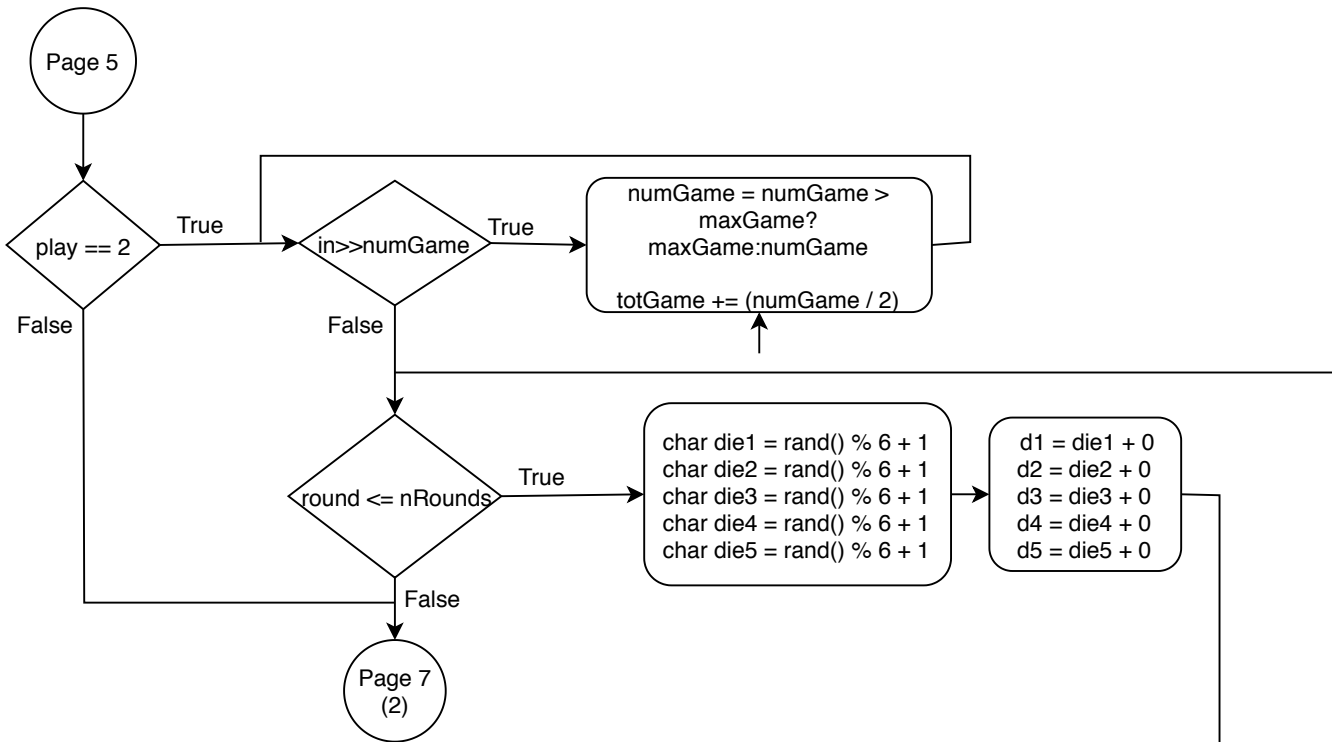
round++

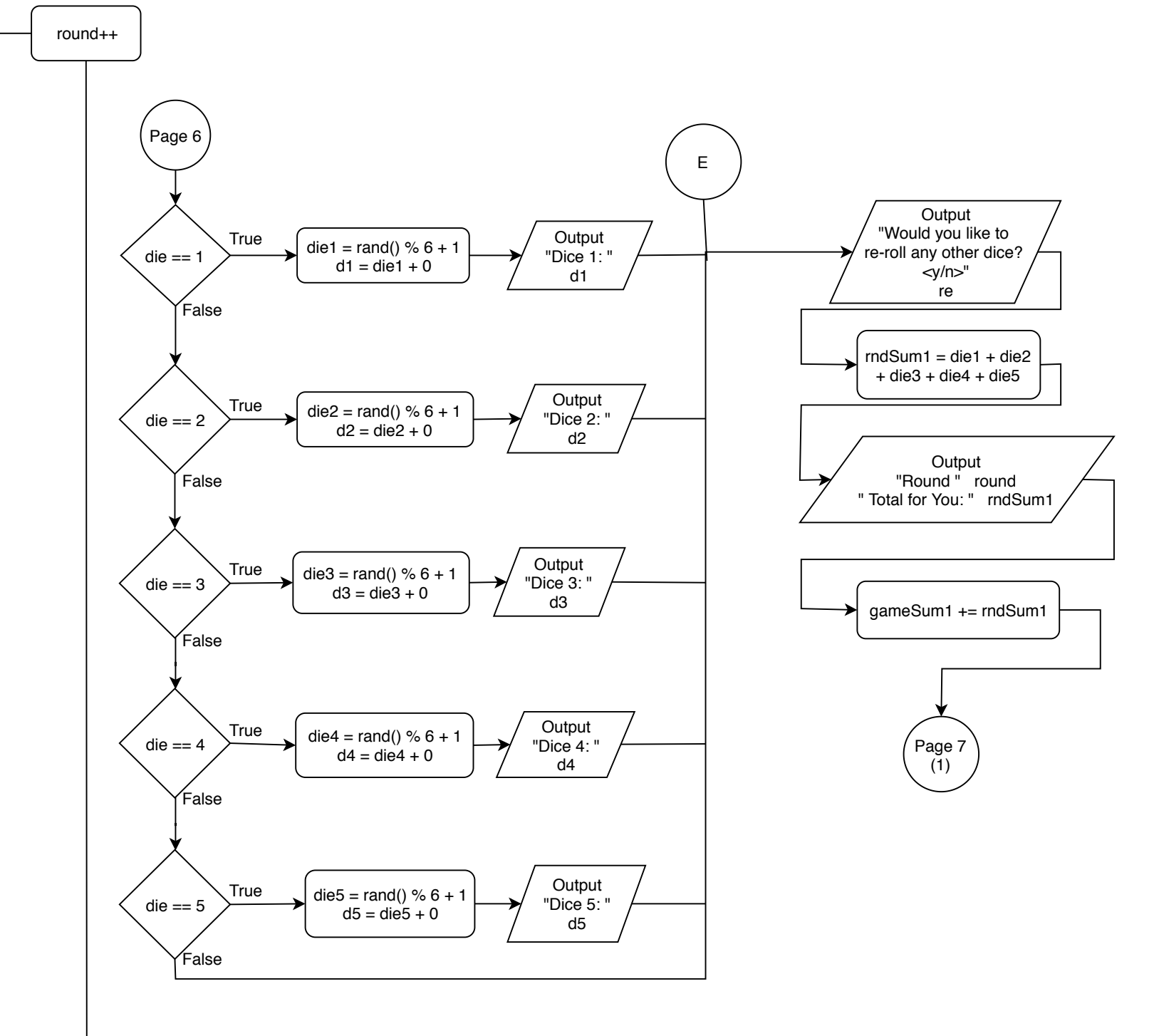
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D









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(1)

```
die1 = rand() % 6 + 1
die2 = rand() % 6 + 1
die3 = rand() % 6 + 1
die4 = rand() % 6 + 1
die5 = rand() % 6 + 1
```

```
d1 = die1 + 0
d2 = die2 + 0
d3 = die3 + 0
d4 = die4 + 0
d5 = die5 + 0
```

Output  
"Round " round  
"Computer: "  
"\* Round Results: "  
\*\* Dice 1: " d1 \*\* Dice 2: " d2  
\*\* Dice 3: " d3 \*\* Dice 4: " d4  
\*\* Dice 5: " d5

```
rndSum2 = die1 + die2  
+ die3 + die4 + die5
```

Output  
"Round " round  
" Total for Computer: " rndSum2

```
gameSum2 += rndSum2
```

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(2)

```
int end = time(0)
```

"-----"  
"\nTotal time to play this game in integer  
seconds = " end - beg " seconds.\n"  
"You: Total points of the game = "  
"Computer: Total points of the game = "

**Function**  
whoWon(gameSum1,  
gameSum2)

"Would you like to  
play again? <y/n>"  
game

game == 'y'  
|| game == 'Y'

True

```
power = 1  
gameSum = 0
```

False

```
power = 0
```

Output  
"\nThank you for  
playing!"

power

True

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False

```
in.close()  
out.close()
```

return 0  
Exit from main

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