

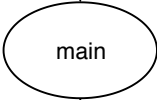
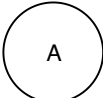
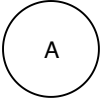
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Purpose: Create the dice game Kismet

System Libraries
I/O Objects
Srand to set the seed
I/O Format
Standard Namespace

User Libraries
none

Global Constants
none

Function Prototypes
none



Set Random Number Seed
srand(static_cast<unsigned int>(time(0)))

Declare Variables
int rndSum, dice, power
int d1, d2, d3, d4, d5
static int gameSum;
char re, game

int nRounds = 6, die = 0
int die1 = 1, die2 = 1, die3 = 1,
die4 = 1, die5 = 1

Prompt for Input
"Kismet"
"-----"



