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Purpose: Project 2 - Simulate a Craps Game.

### System Libraries

I/O, C Time, I/O Filestream,  
C Standard General Utilities,  
IO Manipulators, String class,  
C Numerics

### User Libraries

none

### Global Constants

const float PERCENT=100.0f

### Function Prototypes

```
char rollDie(int);           //Roll the Dice
void fileDsp(ofstream &,int [],int [],int,int,int,int); //File Display
void scrnDsp(int [],int [],int,int,int,int);           //Screen Display
void crpGame(int [],int [],int,int &,int &,int &); //Play Craps
```

main

Set the random number seed  
srand(static\_cast<unsigned int>(time(0)))

### Declare Variables

```
ifstream in           //Input File
ofstream out          //Output File
int nGames             //Number of games, wins/losses
int mxThrw=0,numThrw=0,lmGames=100000000 //Game limiter and Throw statistics
const int SIZE=13      //Size of our Arrays
int wins[SIZE]={}      //Initializing the win array
int losses[SIZE]={}    //Initializing the loss array
```

### Initialize Variables

```
string inName="GameInfo.dat" //String Name
char outName[]="GameStats.dat" //Character Array Name
in.open(inName.c_str()) //Open the Input file
out.open(outName) //Open the Output file
while(in>>nGames) //Last value in file becomes the number of games
nGames=nGames>lmGames?lmGames:nGames //Limit games if to high
```

Set beginning time  
int beg=time(0)

```
crpGame(wins,losses,SIZE,
nGames,numThrw,mxThrw)
```

Set the end time  
int end=time(0)

```
out<<"Total time to play these Games in
integer seconds = "<<end-beg<<endl
```

```
scrnDsp(wins,losses,SIZE,
nGames,numThrw,mxThrw)
```

```
cout<<"Total time to play these Games in
integer seconds = "<<end-beg<<endl
```

```
fileDsp(out,wins,losses,SIZE,
nGames,numThrw,mxThrw)
```

Return 0;

Close files  
in.close();  
out.close();







