METHODS FLOWCHART EXAMPLES

Start

Initialize variables
and set random
number generator

A

Call Roll
Dice → B

Call
Decisions → C

Display current
winnings

Check to
Continue? —yes→ A

End

B

Start

Die1=number between 1 and 6
Die2=number between 1 and 6

Return

C

Start

total 2 or
12? —yes→ You Win → add 10 to winnings → D

no

total anything
else except 7 —yes→ You break even → D

no

You lose game
over

D →

Return