Week 05 Functions Cont.

Lab 04 - Monty Hall Gameshow

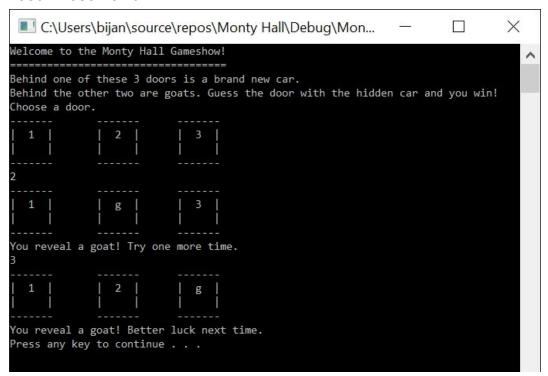
This lab should be performed in a linux environment. Develop a game with 3 doors. The user (contestant) chooses one of the doors. Behind one of the doors is a car. Behind the other two doors are goats. If the contestant gets a goat on their first guess they are allowed to switch their guess to a different door.

Create the drawDoors function that is responsible for illustrating the doors and the 'g' or 'c' char inside the door. This function draws the doors when the user guesses correctly or incorrectly. Hint: Think about the parameters required to solve this function.

You may add additional functions if you'd like, but there should only be one drawDoor function that works for all cases.

Expected Output Cases:

Lose - Lose - exit



Win - Exit



Lose-Win-Exit

