CMPT 130 - FIC 202203 - Assignment 1
Due Date: Monday 24 October 2022 at 11:55PM PST
Instructor: Dr. Yonas T. Weldeselassie (Ph.D.)

Read this document in its entirety and carefully before you start anything and understand it. If you have any questions, don't hesitate to email me.

Problem Statement

In this assignment, we will write a C++ program to play a game popularly known as the game of pigs. You are provided with a starter code text file uploaded together with this assignment. The game is described in detail in the comments section of the given starter code.

The game is played by rolling a die several times as described in detail in the starter code text file. Rolling a die is equivalent to generating a random number in the range [1, 6]. Therefore you are provided a function named **roll** (see the starter code text file) that mimics rolling a die and returns the point scored which is a random number in the range [1, 6]. You are required to call this function whenever you want to roll a die in your program as the game is played.

In addition, you are provided the main program (see the starter code text file) that plays the game. The main program calls two functions named **playComputer** and **playHuman**. You are required to define these two functions in such a way that

- *Your program plays the game exactly as described in the starter code text file, and*
- *Your program prints exactly the same output as the sample run outputs provided.*

Requirements and Restrictions

You are required to submit an original work. Submitting any portion of work that is not original is academic misconduct and will be penalized according to the policies set out in the course outline. In addition, you are provided the required include directives and namespaces. You are not allowed to add or remove any include directive or name space. Last but not least, you are provided the declarations of the **playComputer** and **playHuman** functions that you need to define. You are required to use the given function declarations as they are provided without making any change whatsoever.

Submission Format

You will find a submission link for Assignment 1 on Moodle under Week 6 and you are required to upload the source code of your program (that is .cpp file) containing the given code and your functions definitions. No email submission is allowed for any reason. For help on how to submit your assignment, please see the **How To Submit Your Assignment** file posted together with this assignment.

Submission Due Date and Time

The due date and time to submit your assignment work is **Monday 24 October 2022 at 11:55 PM PST**. Moodle will not allow you to upload after this date and time.

Marking

Your program will be tested under Microsoft Visual C++ 2010 Express and you are advised to test your program on the same IDE before submitting your work. A program with any syntax errors will automatically get zero mark. A program with runtime or semantic errors will lose marks depending on how severe its shortcoming is when it is executed.