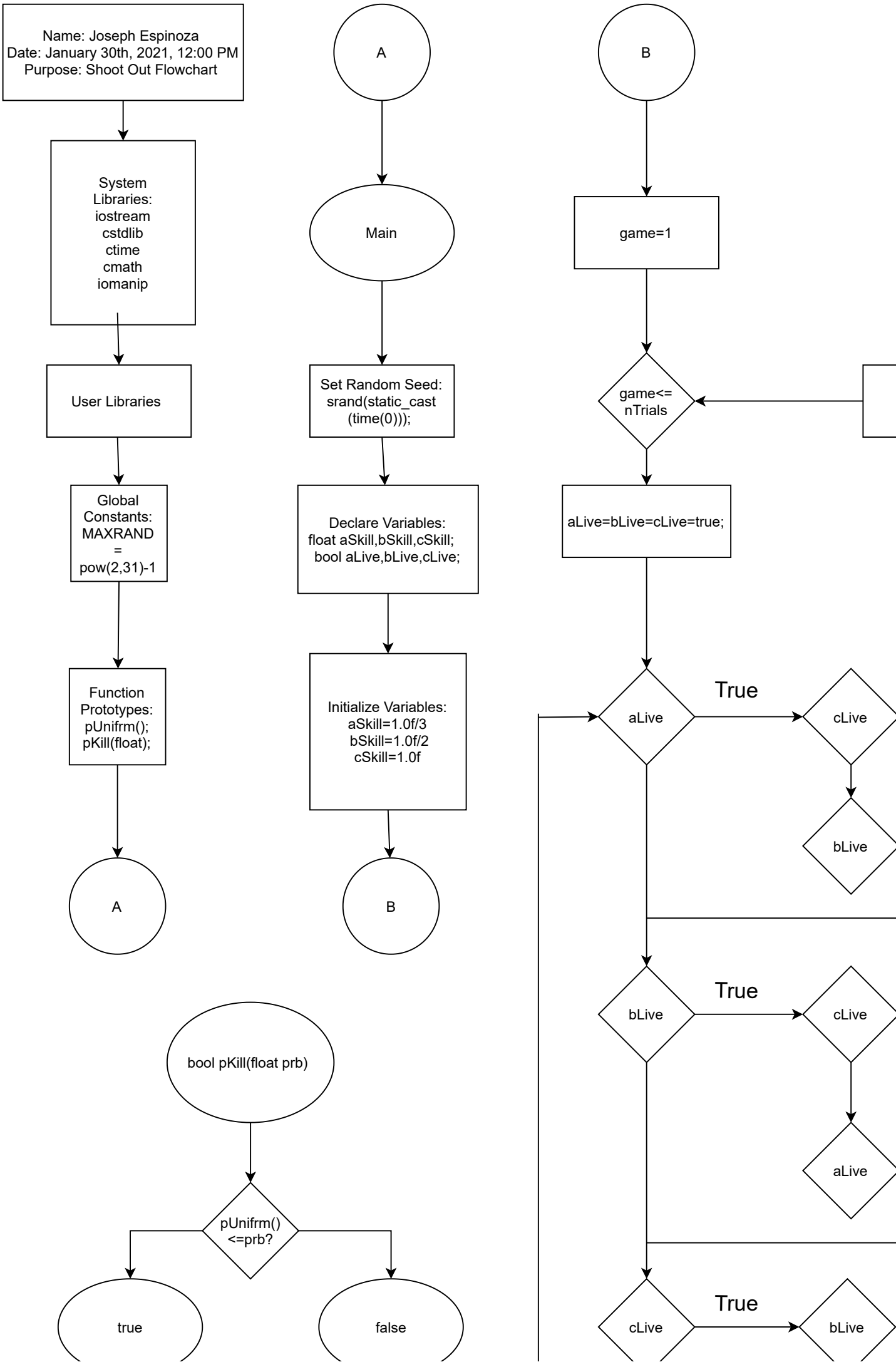
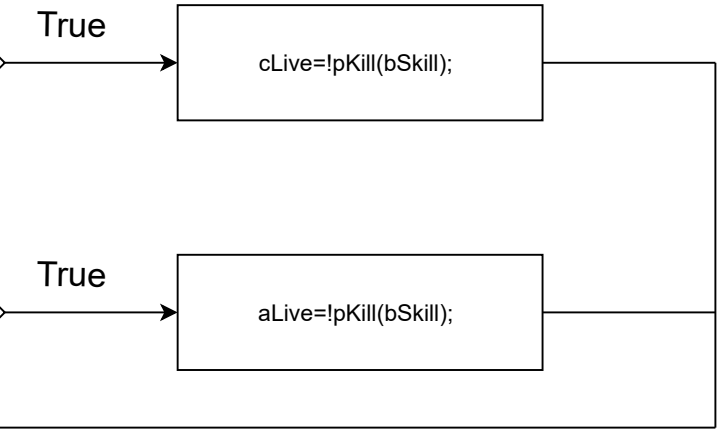
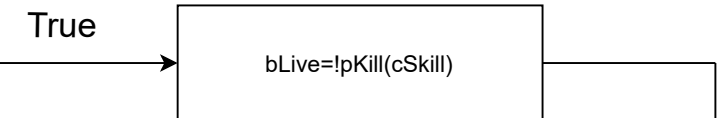
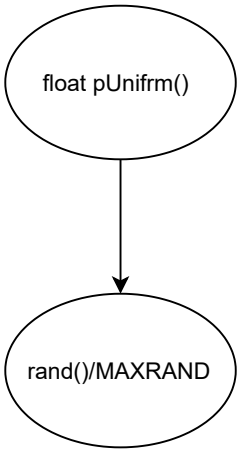

Name: Joseph Espinoza
Date: January 30th, 2021, 12:00 PM
Purpose: Shoot Out Flowchart
System Libraries: iostream cstdlib ctime cmath iomanip
User Libraries
Global Constants: MAXRAND = pow(2,31)-1
Function Prototypes: pUnifrm(); pKill(float);
A
A
Main
Set Random Seed: srand(static_cast (time(0)));
Declare Variables: float aSkill,bSkill,cSkill; bool aLive,bLive,cLive;
Initialize Variables: aSkill=1.0f/3 bSkill=1.0f/2 cSkill=1.0f
B
B
game=1
game<= nTrials
aLive=bLive=cLive=true;
aLive
True
cLive
bLive
bLive
True
cLive
aLive
cLive
True
bLive
bool pKill(float prb)
pUnifrm() <=prb?
true
false

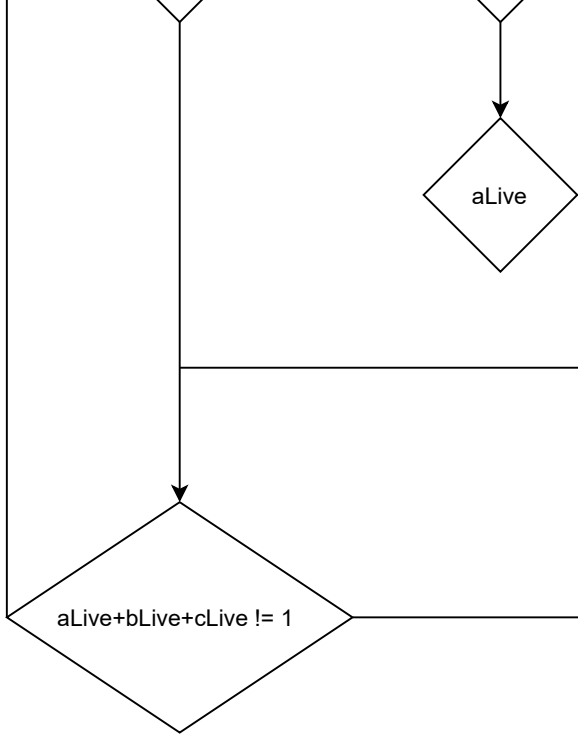
game++
C

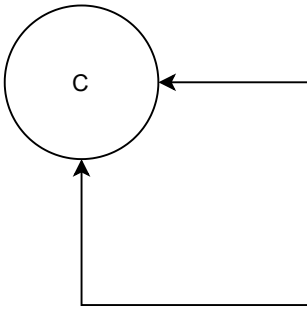
True
cLive=!pKill(aSkill);
True
bLive=!pKill(aSkill);

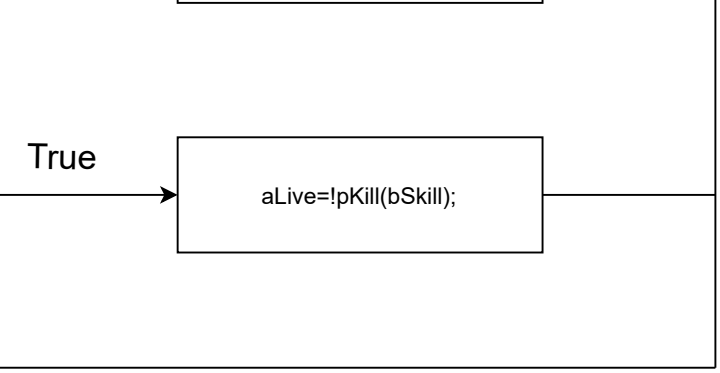

True
cLive=!pKill(bSkill);
True
aLive=!pKill(bSkill);

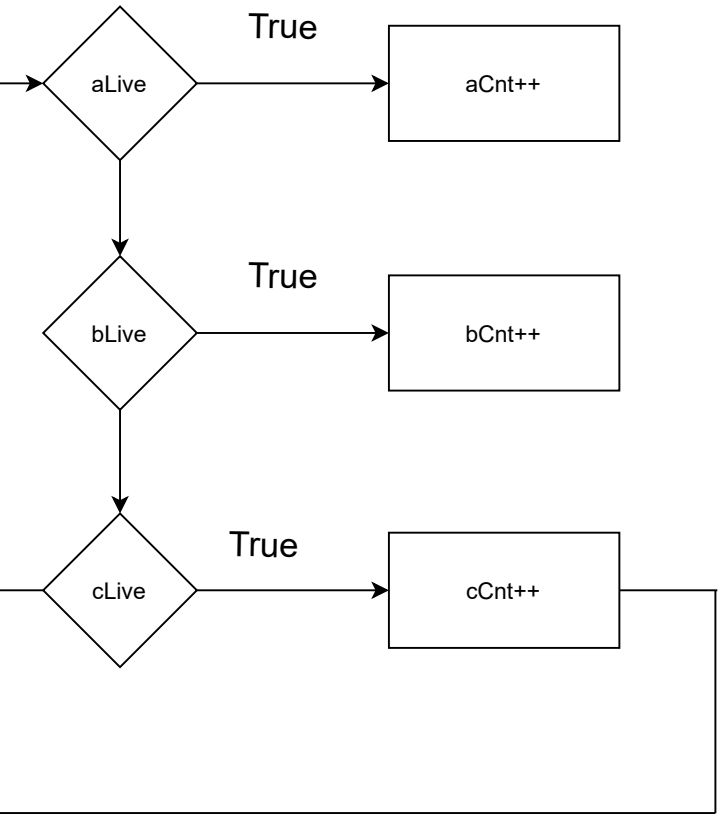

True
bLive=!pKill(cSkill)


float pUnifrm()
rand()/MAXRAND


aLive
aLive+bLive+cLive != 1


C


True
aLive=!pKill(bSkill);


aLive
True
aCnt++
bLive
True
bCnt++
cLive
True
cCnt++