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Purpose: Project 1

System Libraries
IO Objects
Standard Namespace
iomanip
cstdlib
ctime
fstream

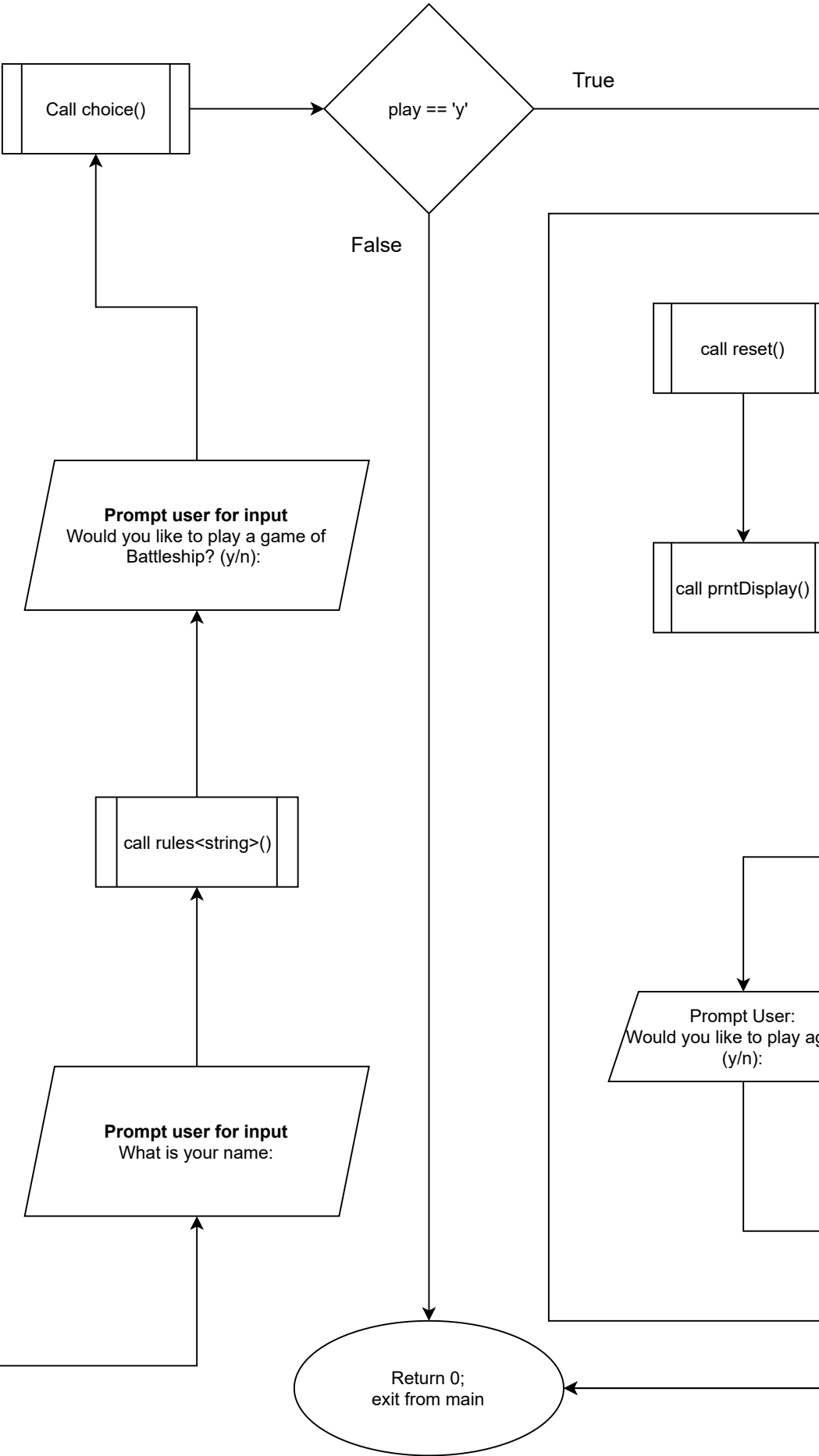
User Libraries
#include "item.h"

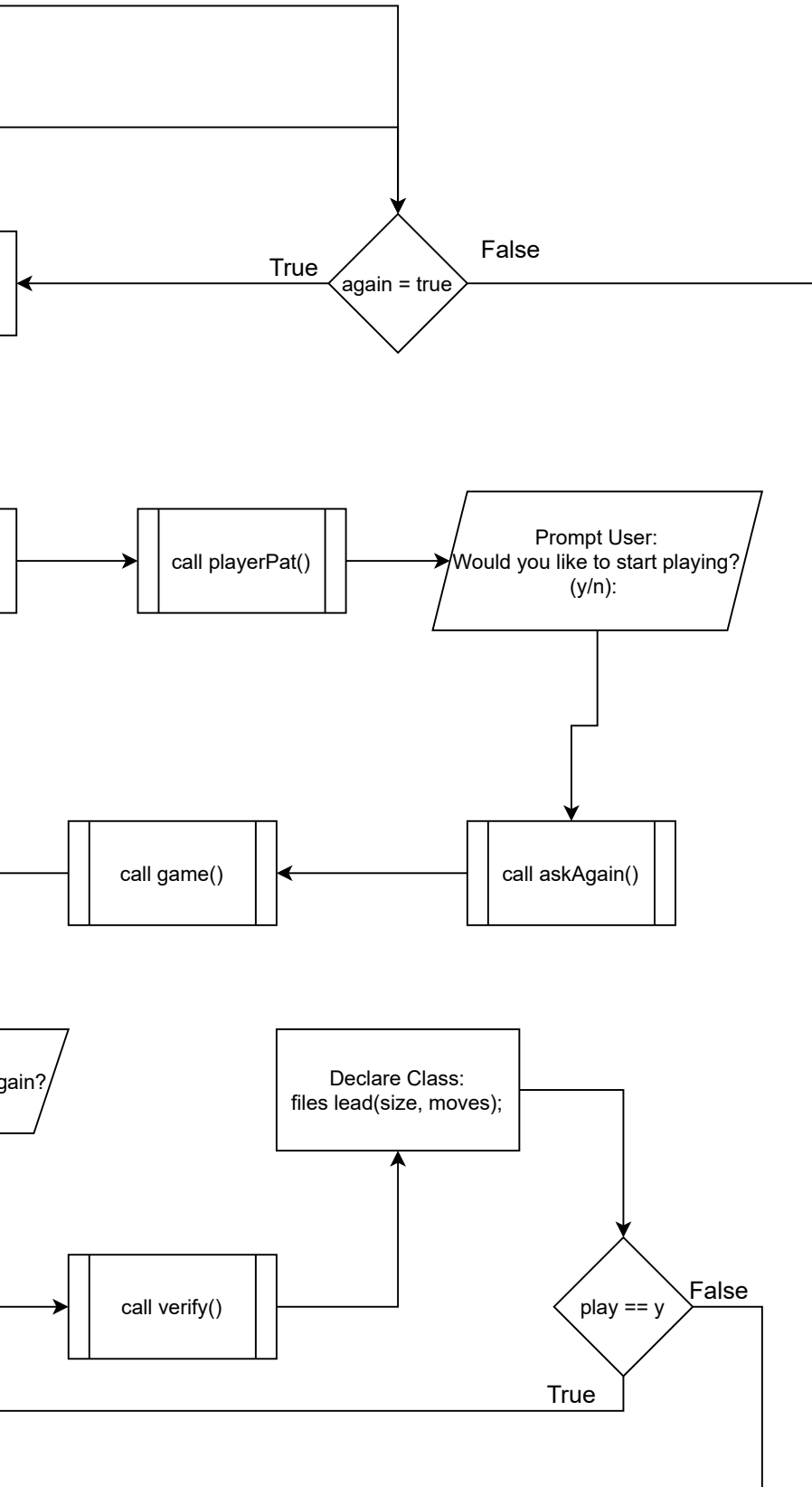
Global Constants
None

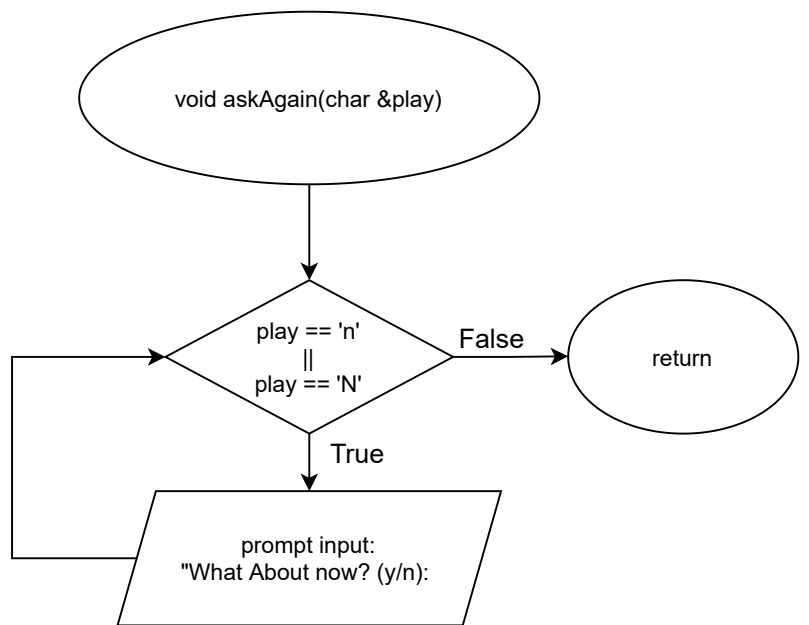
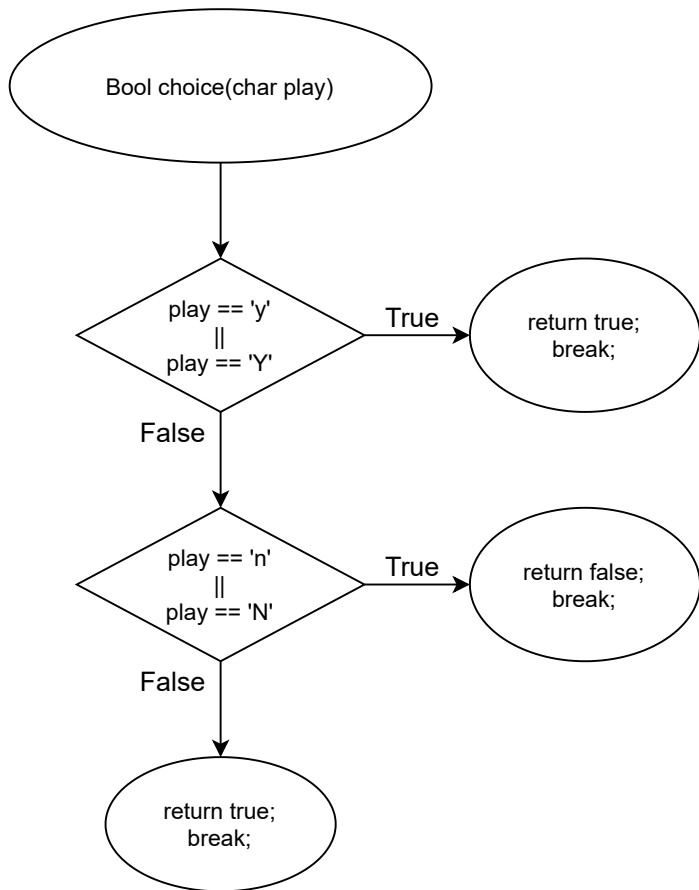
Function Prototypes
//Bool for choices
bool choice(char);
bool verify(char);
char valid(char);
//Sorting for vectors
bool myfunction (int, int);
bool myobject (int, int);

Main

Declare Variables
board var(size);
int size = 5;;
char stats, play;
string name;
bool again;







void board::prntDisplay()

Output:
Player Pattern:
" X 1 2 3 4 5"
" Y +-----+"

int i = 0

i < size

True

Output:
" "i+1" | "

int u = 0

u < size

False

True

Output:
display[i][u]

u++

i++

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True

Output:
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Output:
player[i][u]

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i++

