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Purpose: Project 1

System Libraries
IO Objects
Standard Namespace
io manip
cstdlib
ctime
fstream

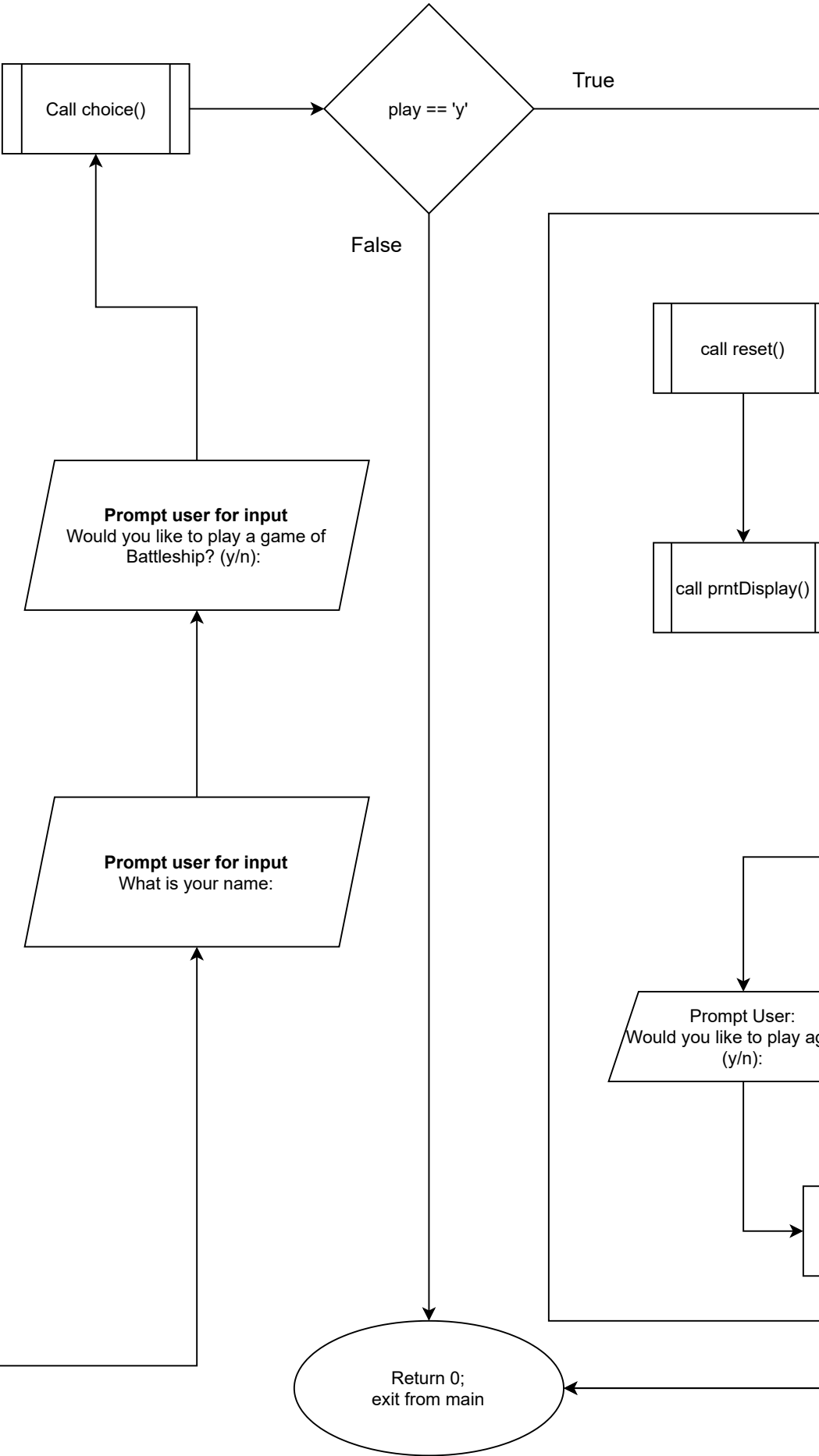
User Libraries
#include data.h

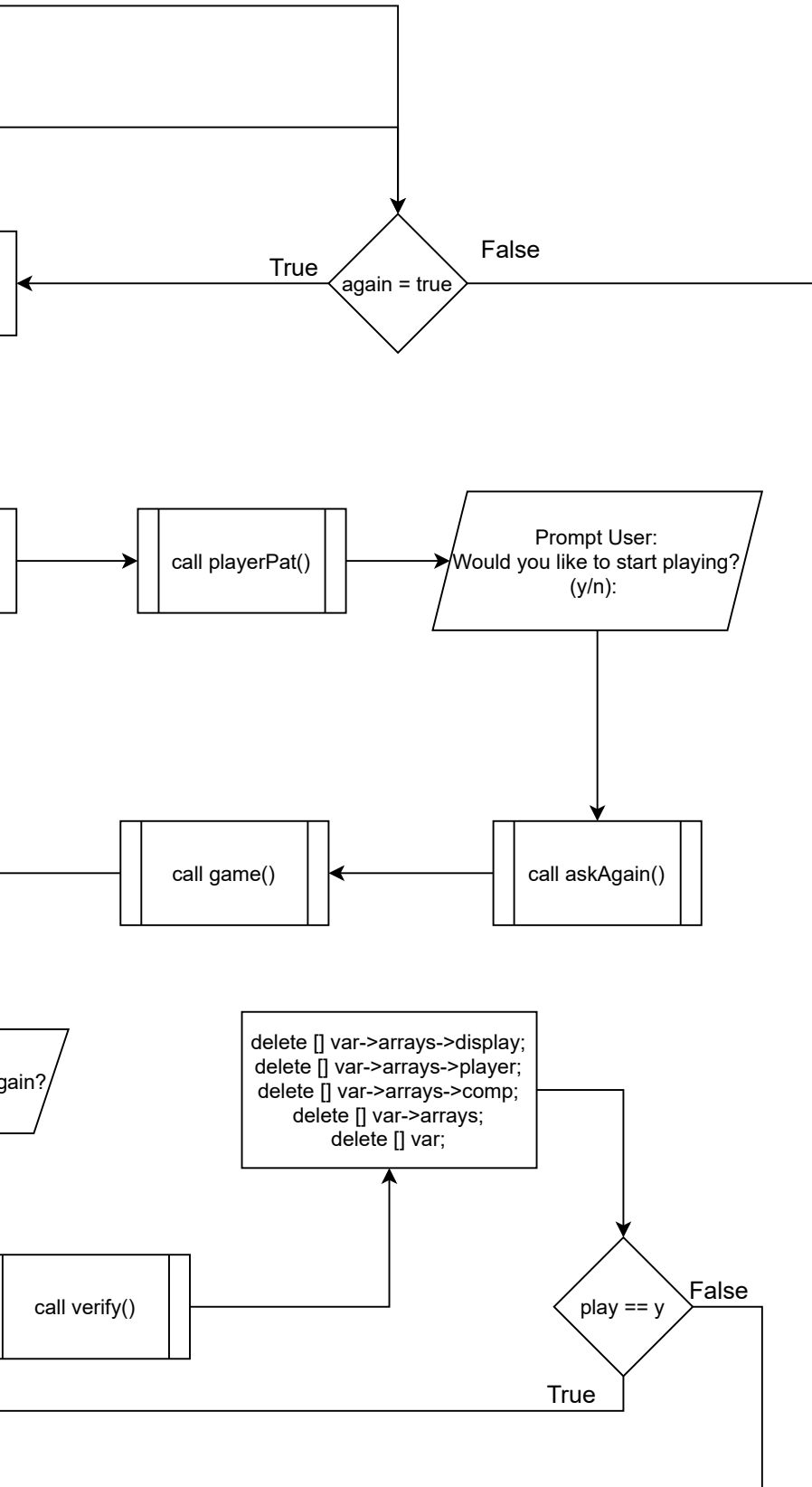
Global Constants
None

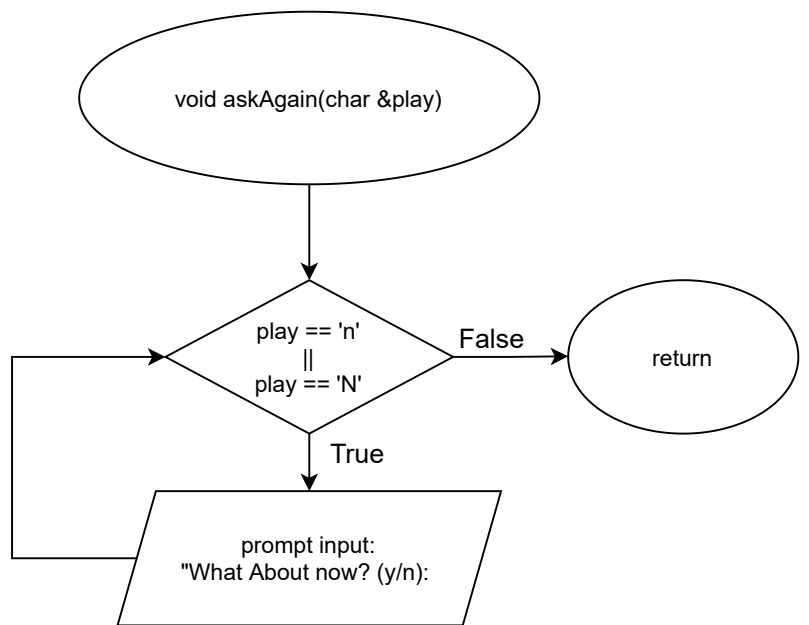
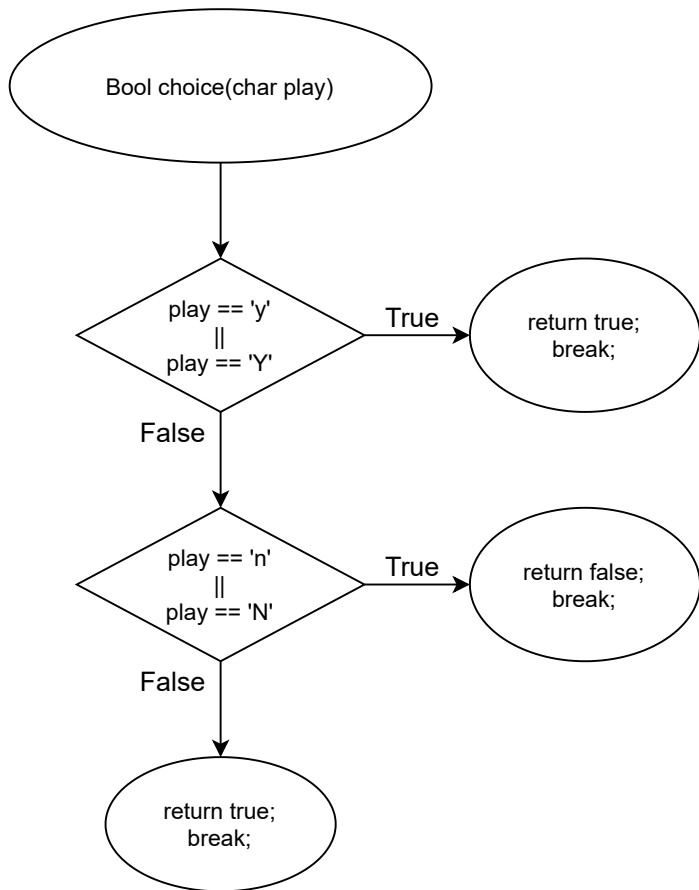
Function Prototypes
bool choice(char), data *reset(int), void
prntDisplay(data *, int), void plyrPatrn(data *,
int), void askAgain(char &), void game(data *, int,
char, char, string), fstream &, fstream &), void
results(string, data *), int pMissed(data *, int), int
pAccuracy(data *, int), int rMissed(data *, int), int
rAccuracy(data *, int), void wrtTxt(fstream &, data *,
int), void wrtBin(fstream &, data *, int), void
pStatus(char, data *), void rStatus(char, data *), void
playAgain(char &), bool verify(char)

Main

Declare Variables
delete *var;
int size = 5;;
char stats, play;
string name;
bool again;







void prntDisplay(data *a, int size)

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

int i = 0

i < size

True

i++

Output:
" "i+1" | "

int u = 0

u < size

False

True

Output:
a.arrays.display[i][u]

u++

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Output:
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" Y +-----+"

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Output:
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