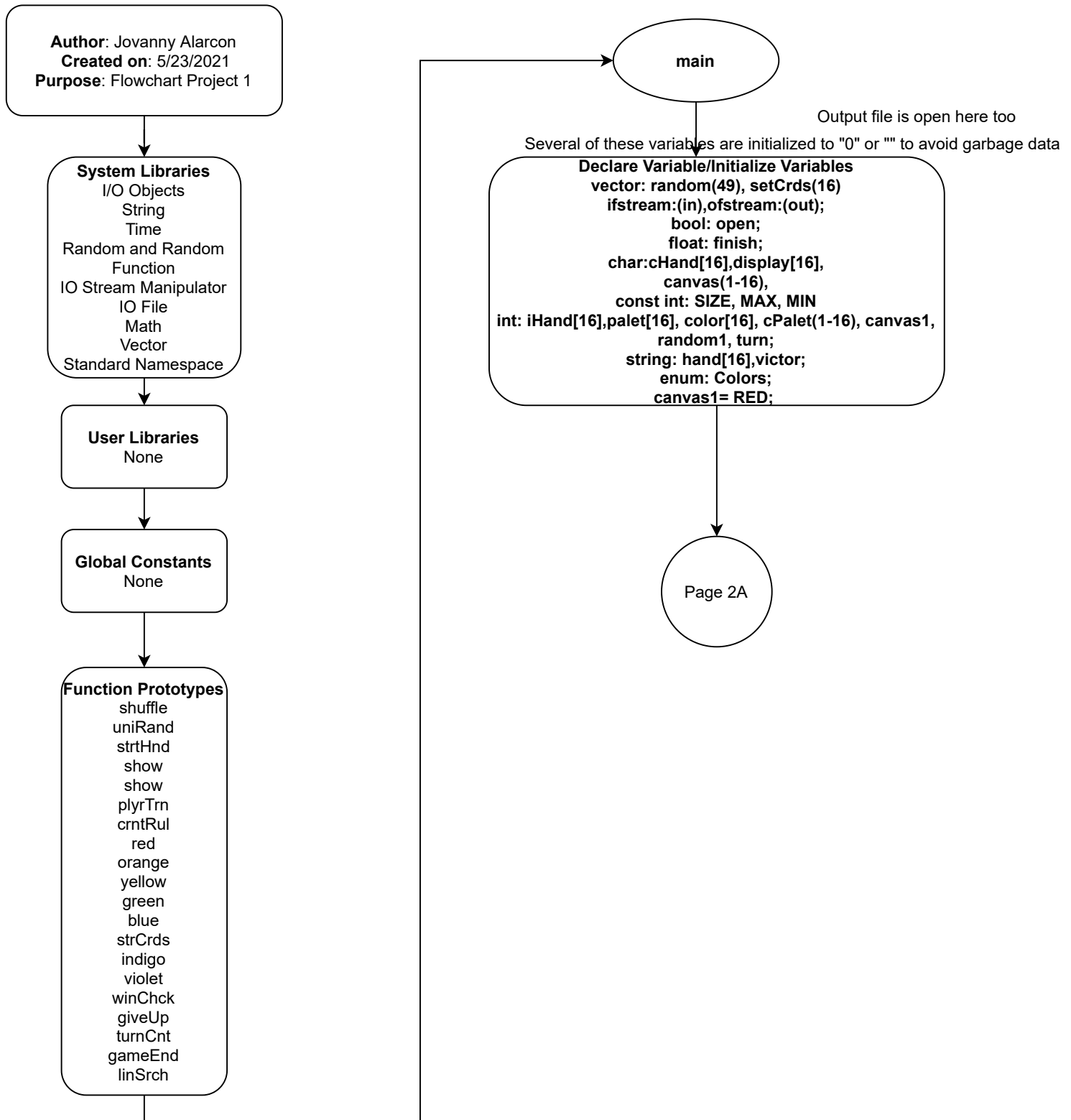
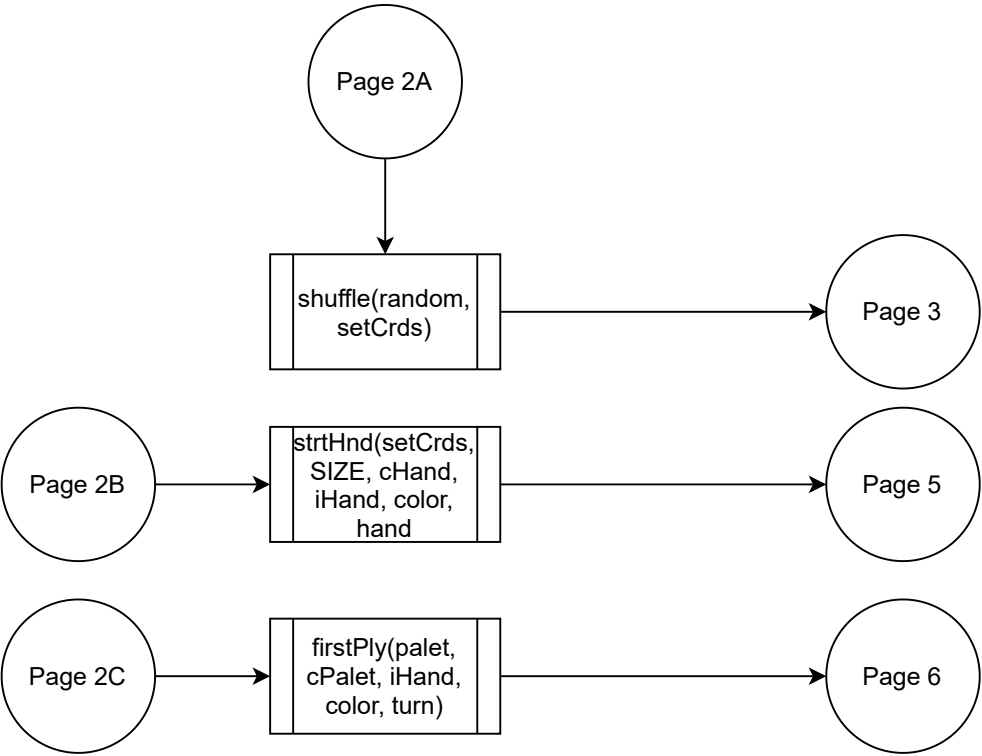


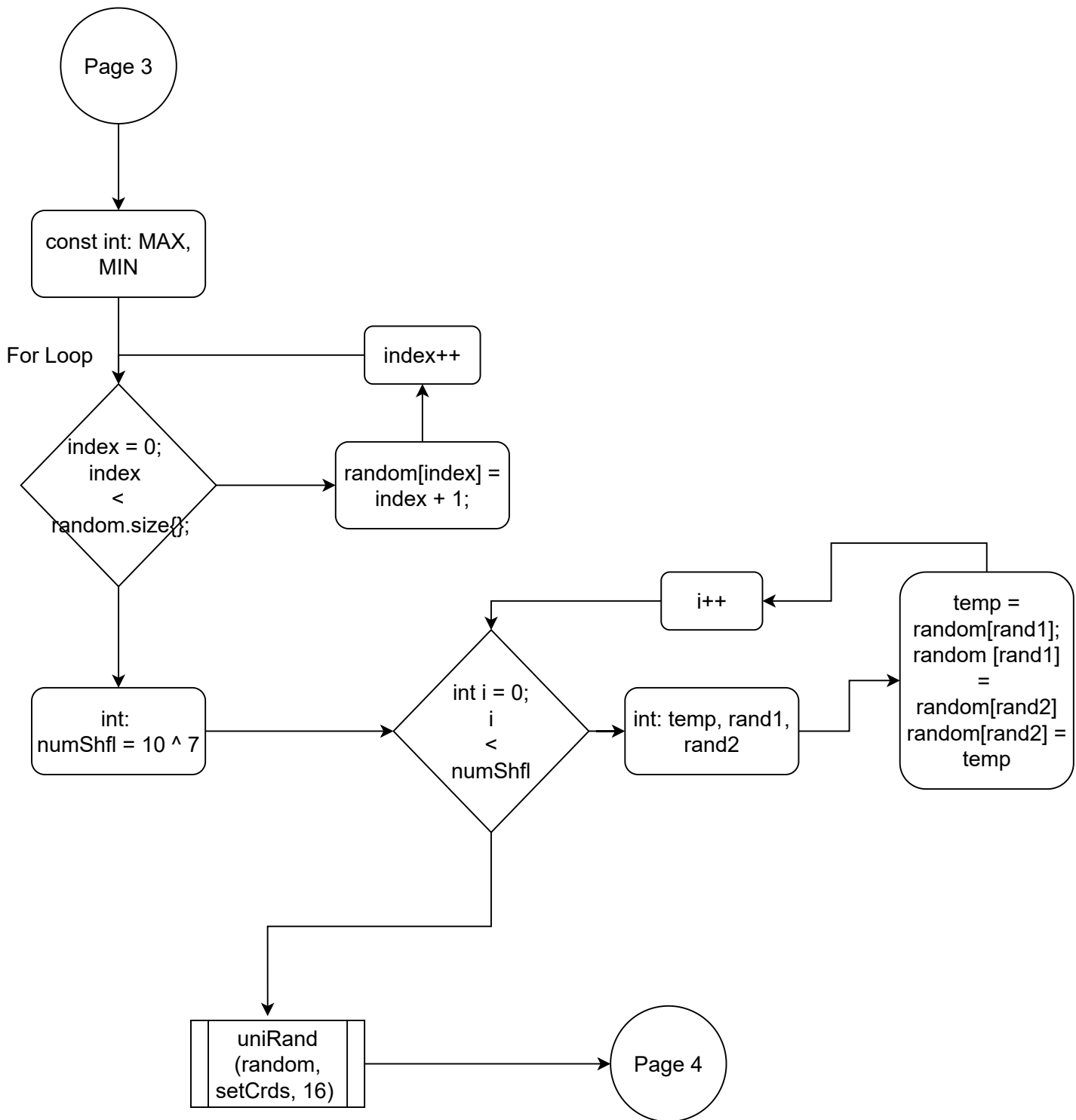
## Project 2 CIS-5 (43358) Flowchart

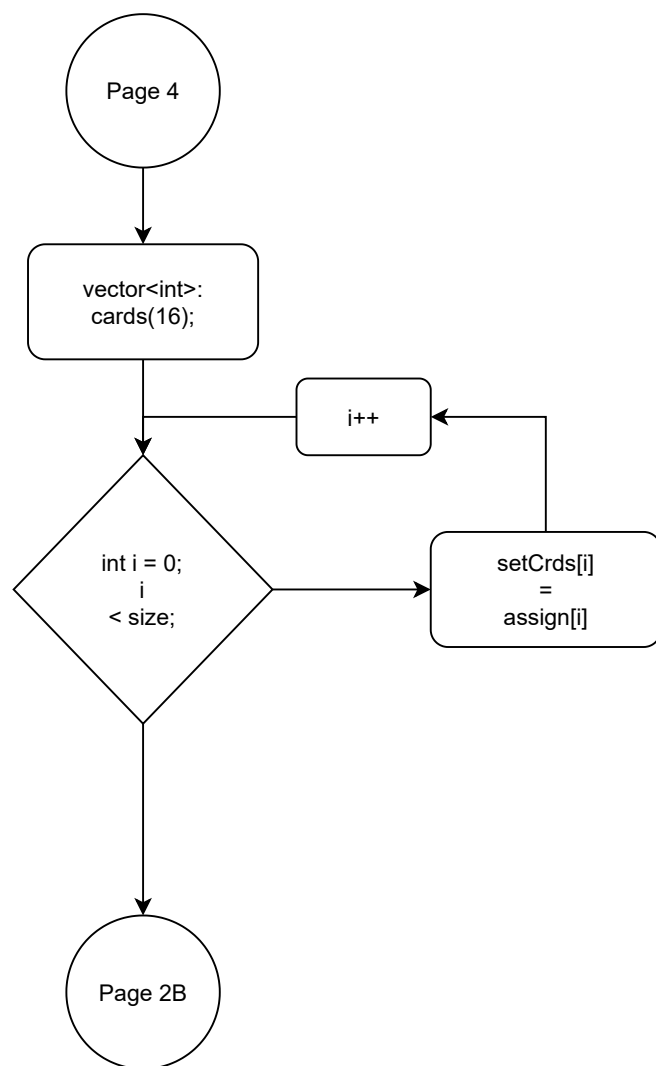


Int main Function

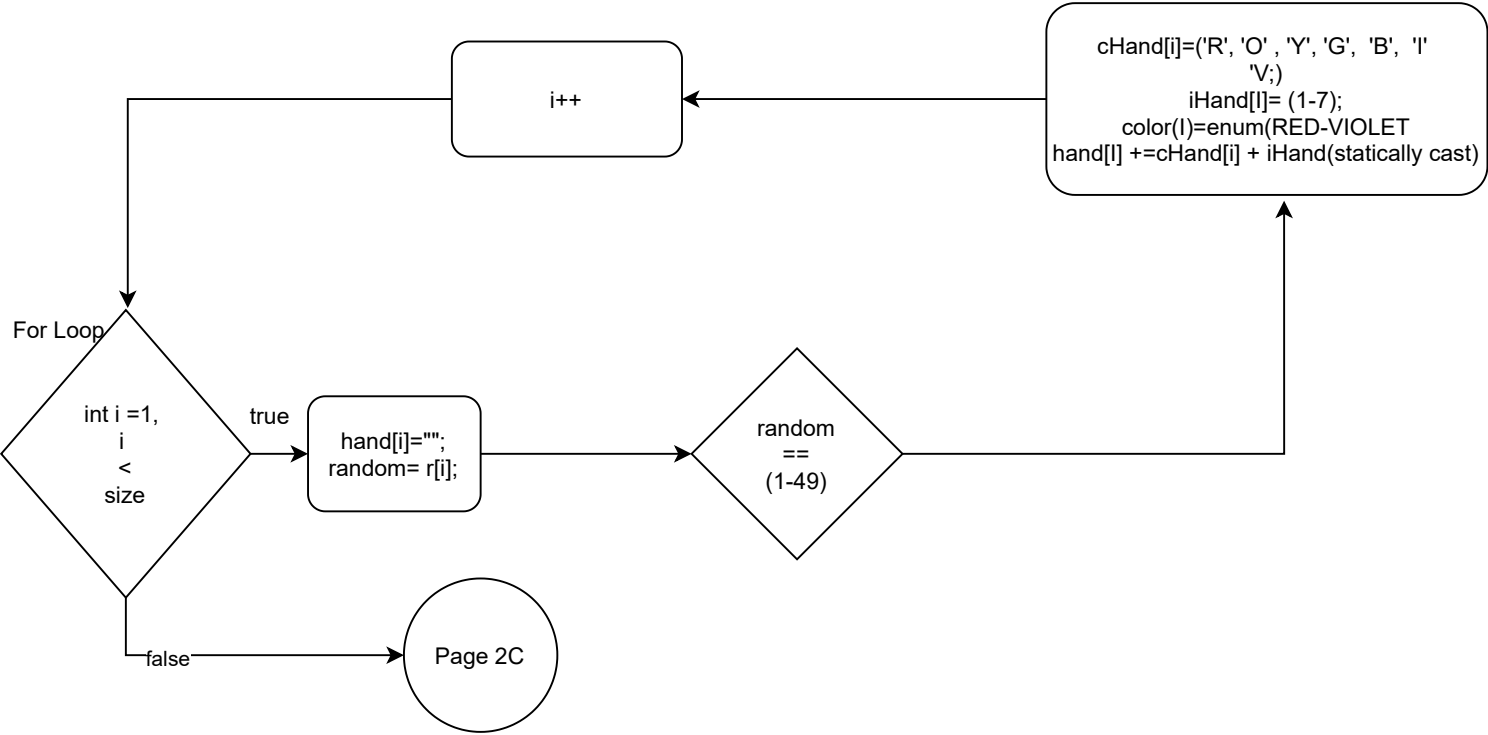


## Void Function Shuffle

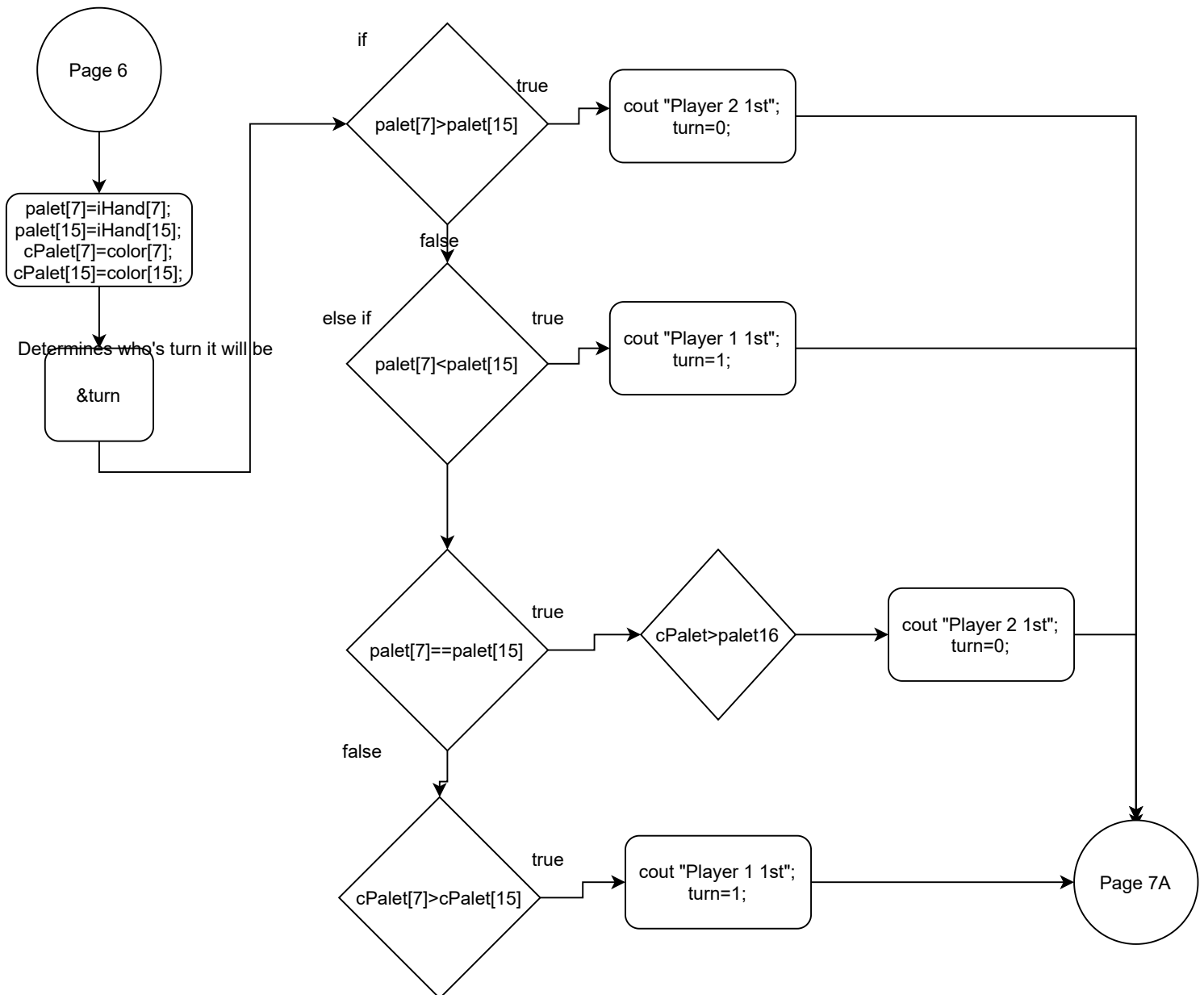




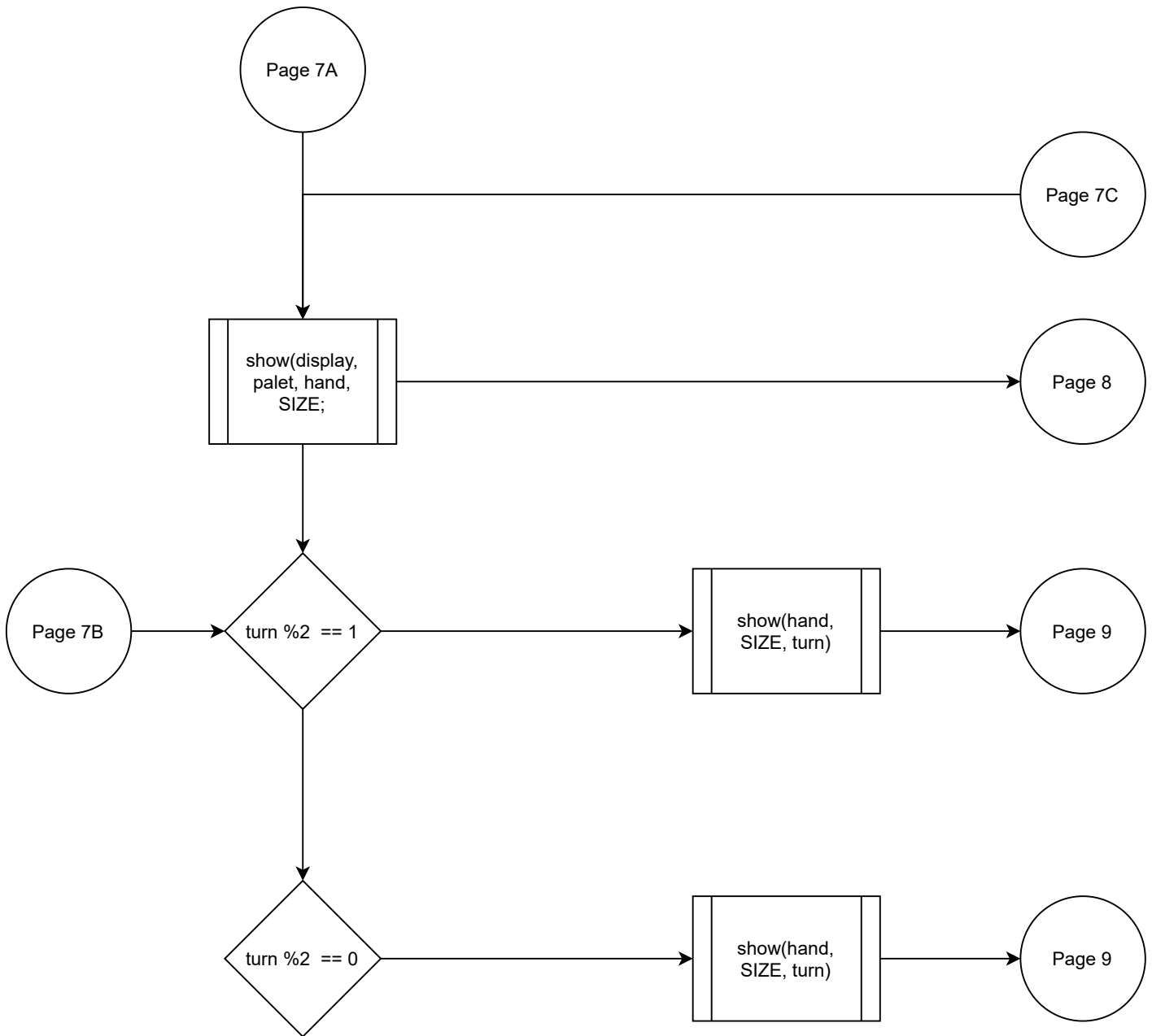
Void Function strHnd



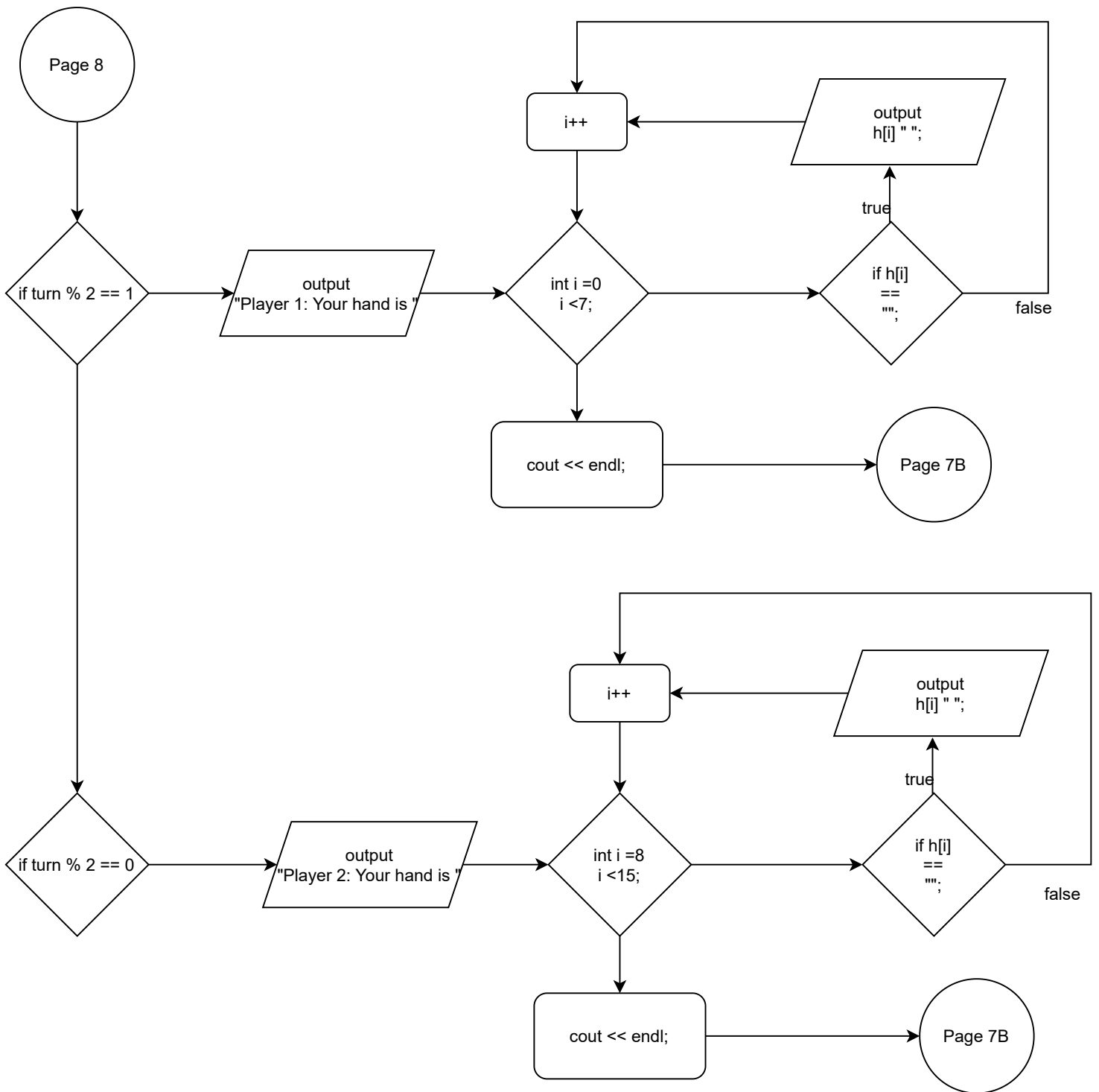
## Void Function firstPly



# Inside main Function again

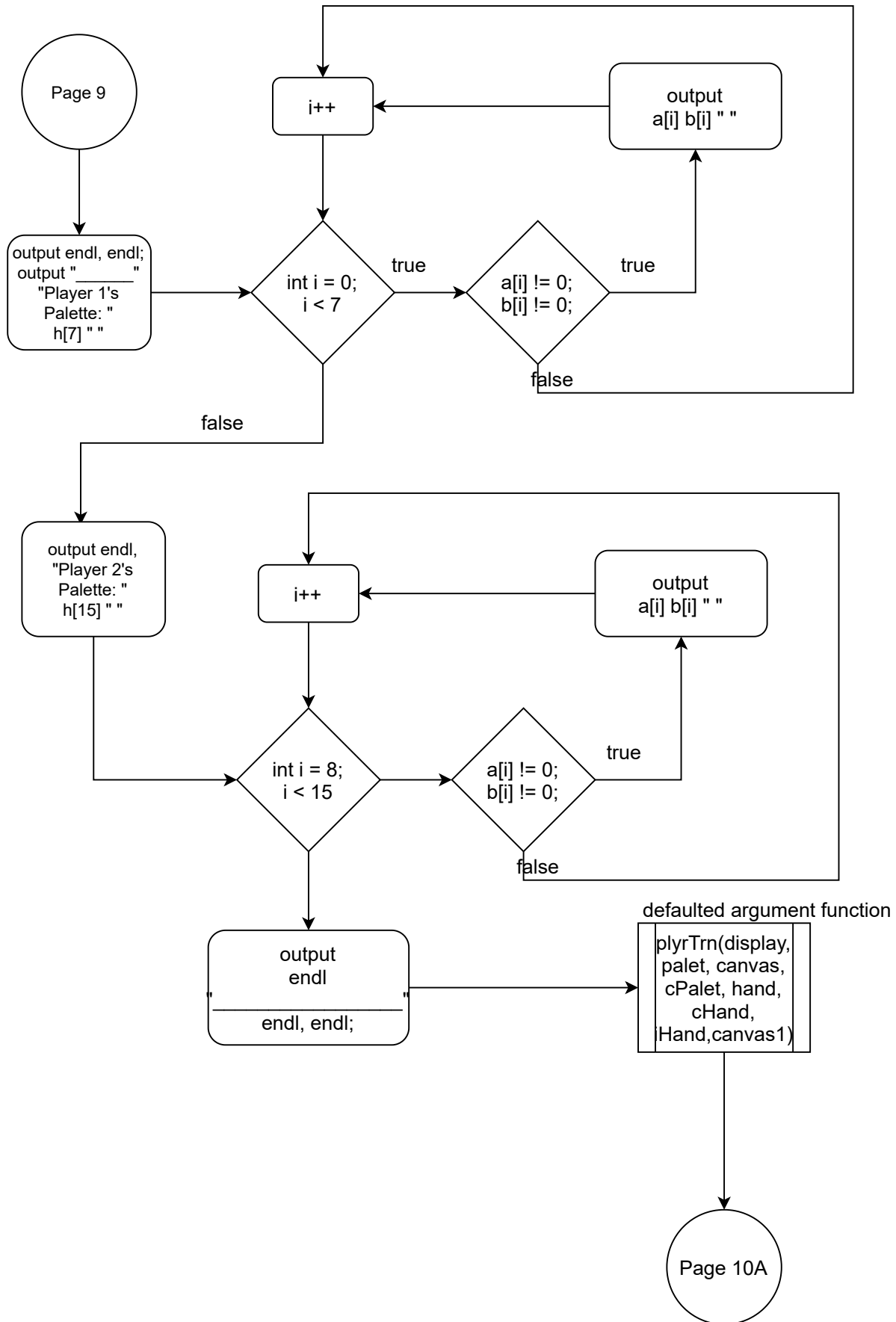


# Void show 1st Overloaded Function

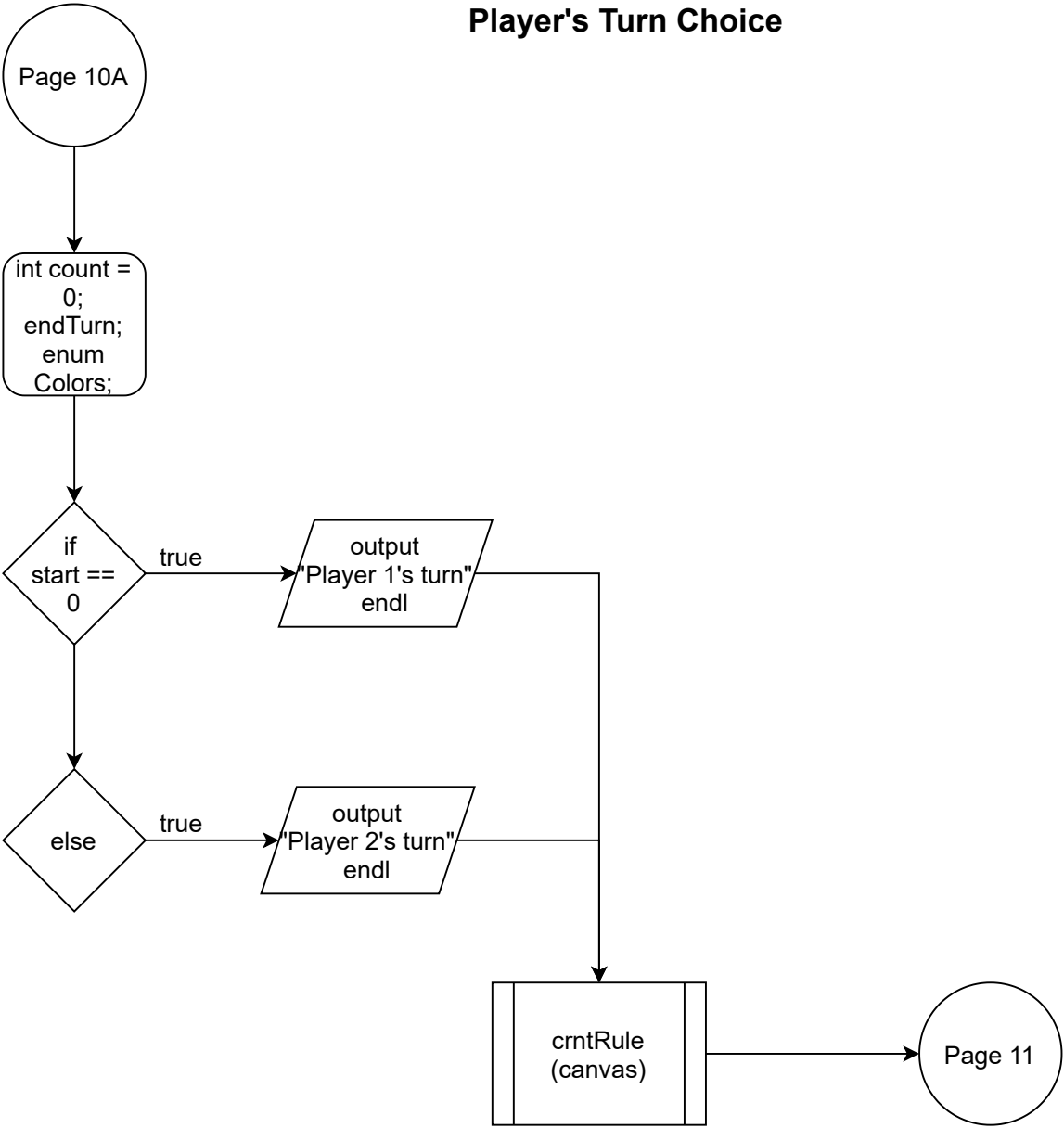




## Void show 2nd Overloaded Function



Player's Turn Choice



# Void Function crntRule

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enum  
Colors

if  
canvas ==  
RED

output  
"Current Rule is..."

else if  
canvas ==  
ORANGE

output  
"Current Rule is..."

else if  
canvas ==  
YELLOW

output  
"Current Rule is..."

else if  
canvas ==  
GREEN

output  
"Current Rule is..."

else if  
canvas ==  
BLUE

output  
"Current Rule is..."

else if  
canvas ==  
INDIGO

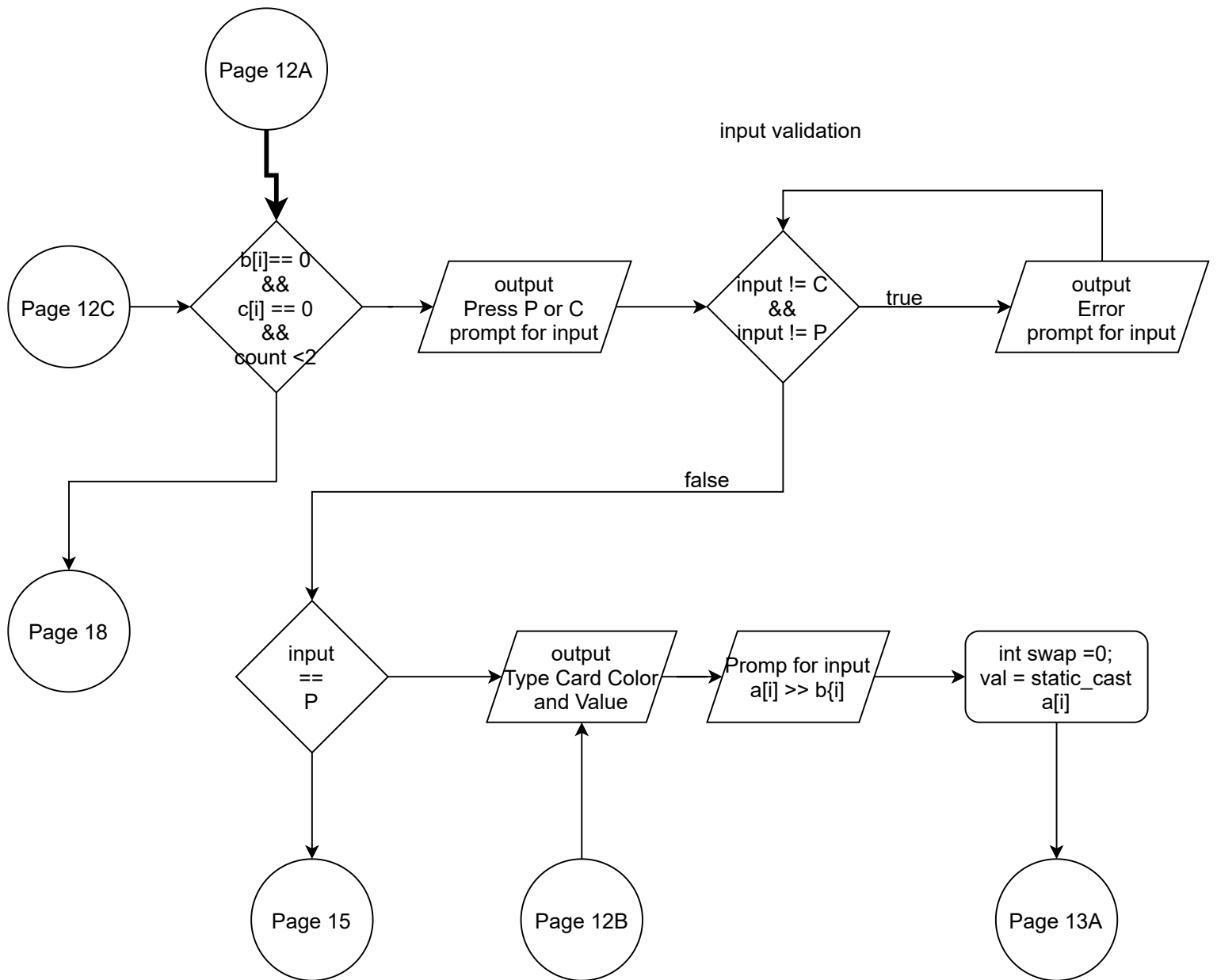
output  
"Current Rule is..."

else if  
canvas ==  
VIOLET

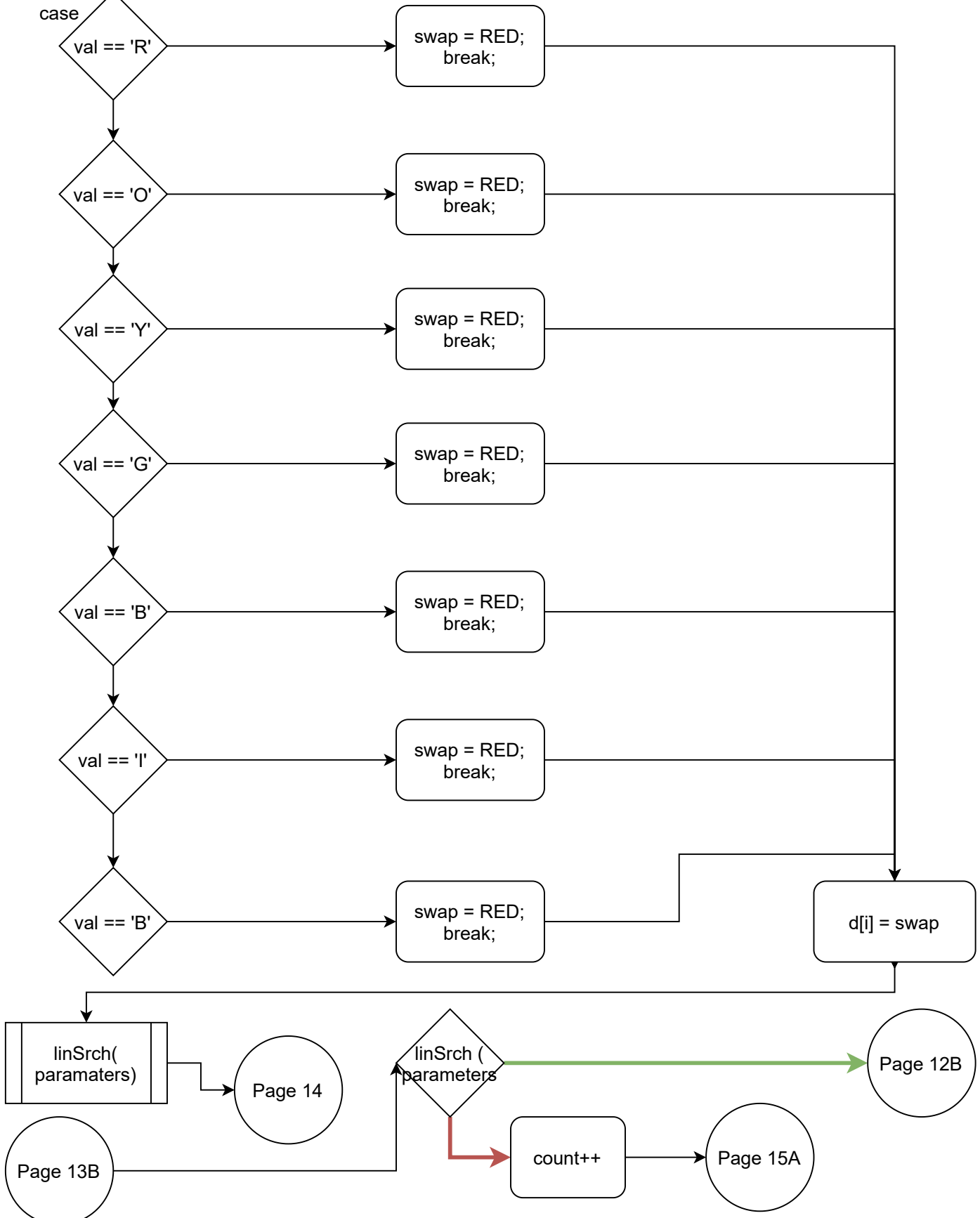
output  
"Current Rule is..."

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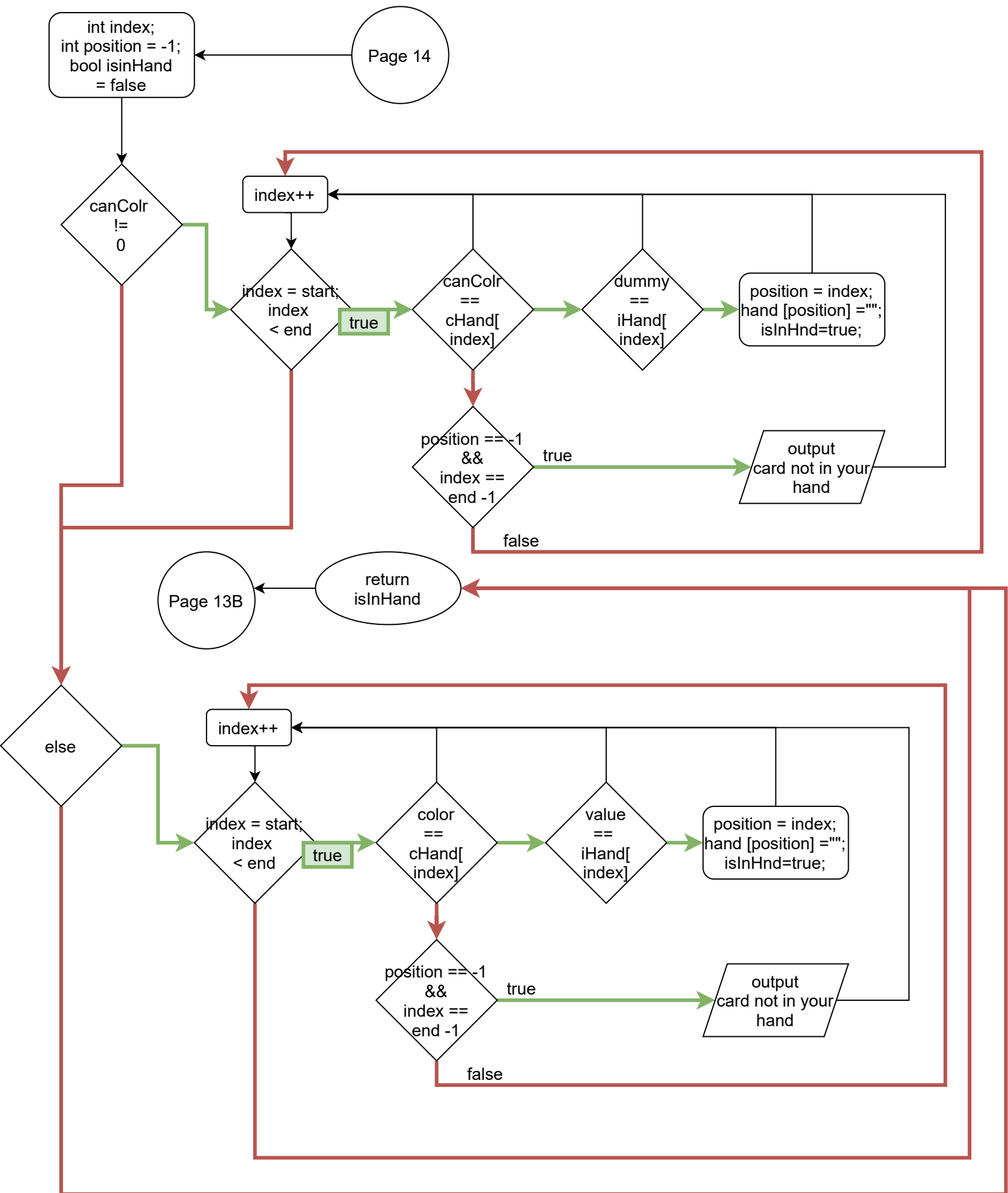


enum Colors initialized in the beginning of function plyrTurn

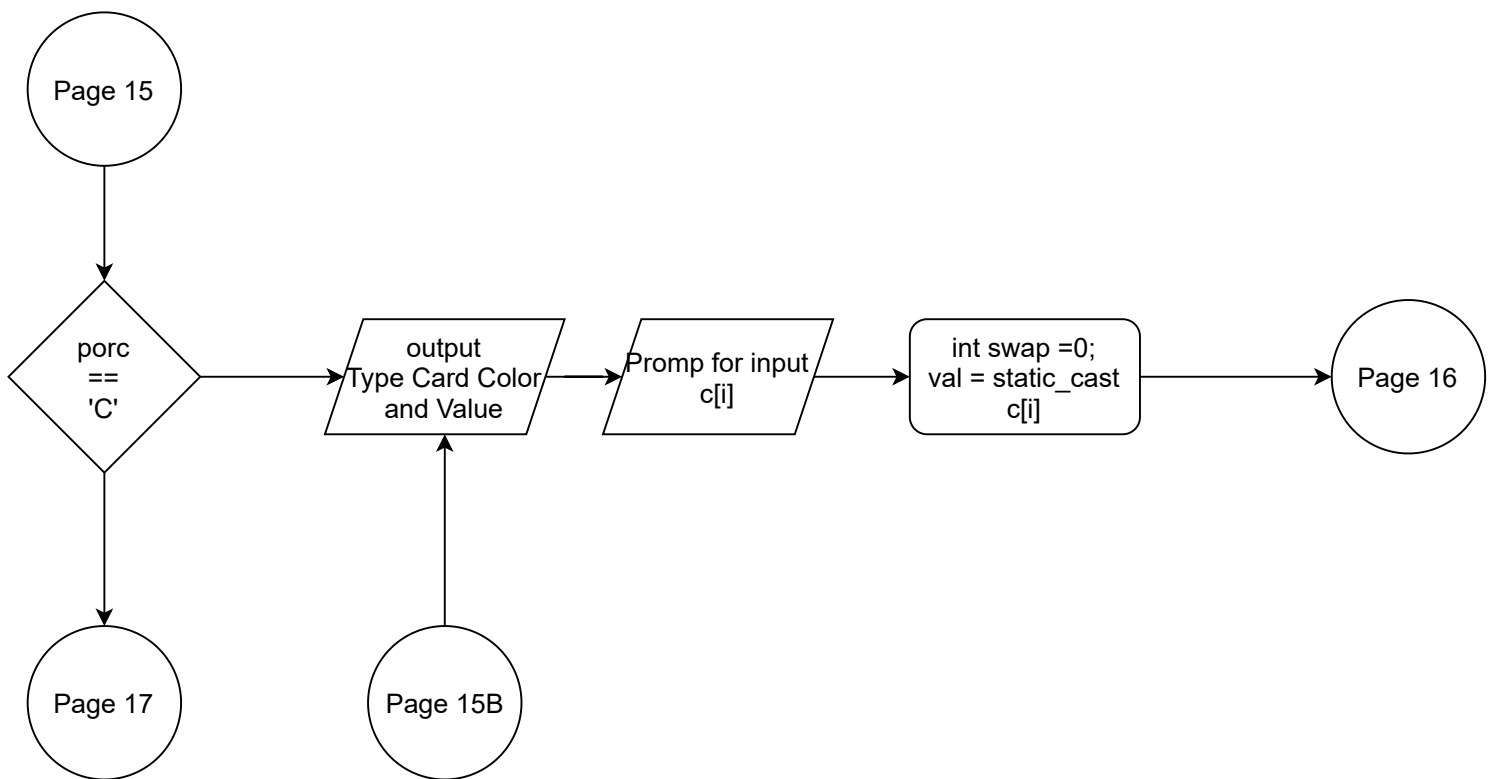




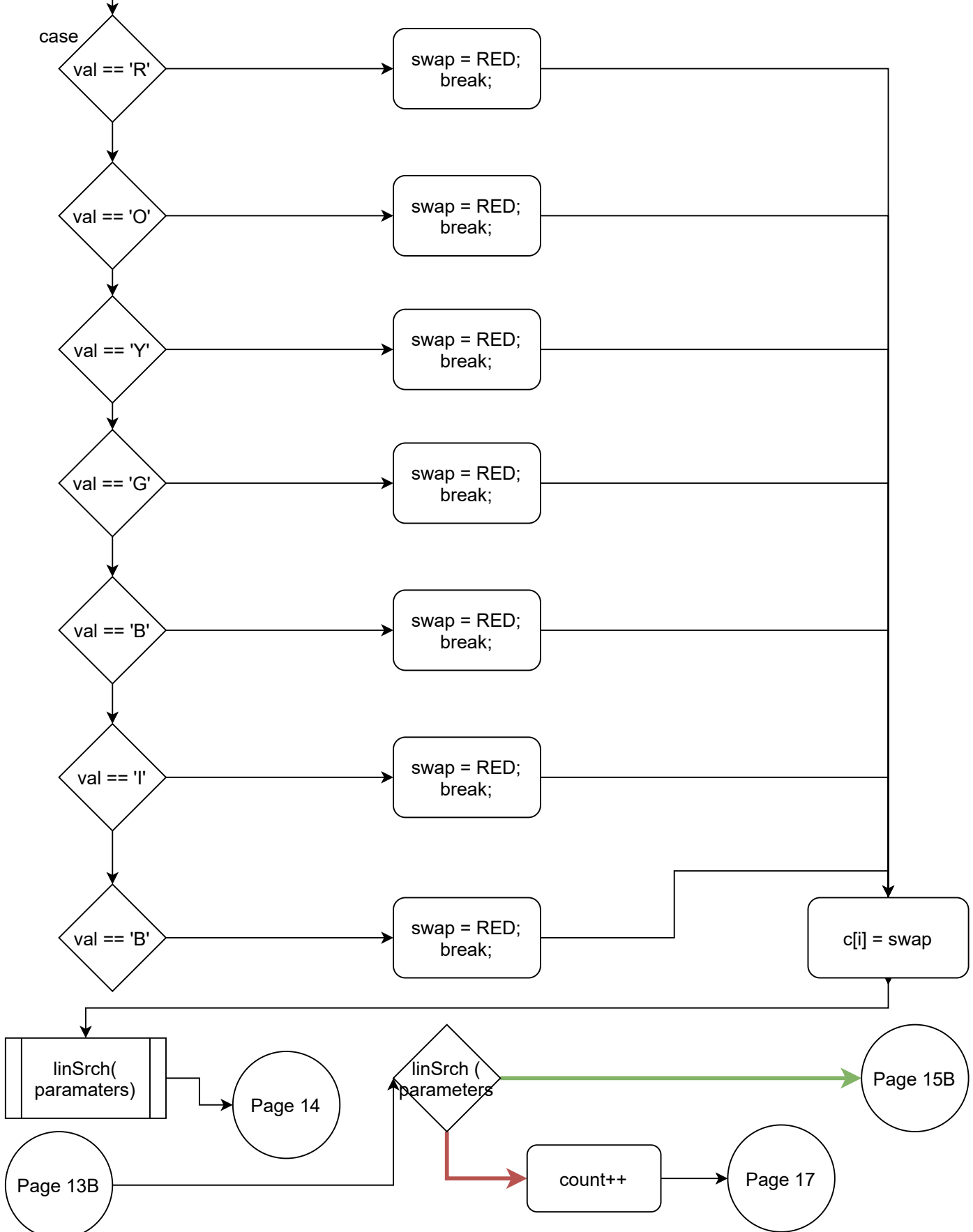
# Bool Function linSrch



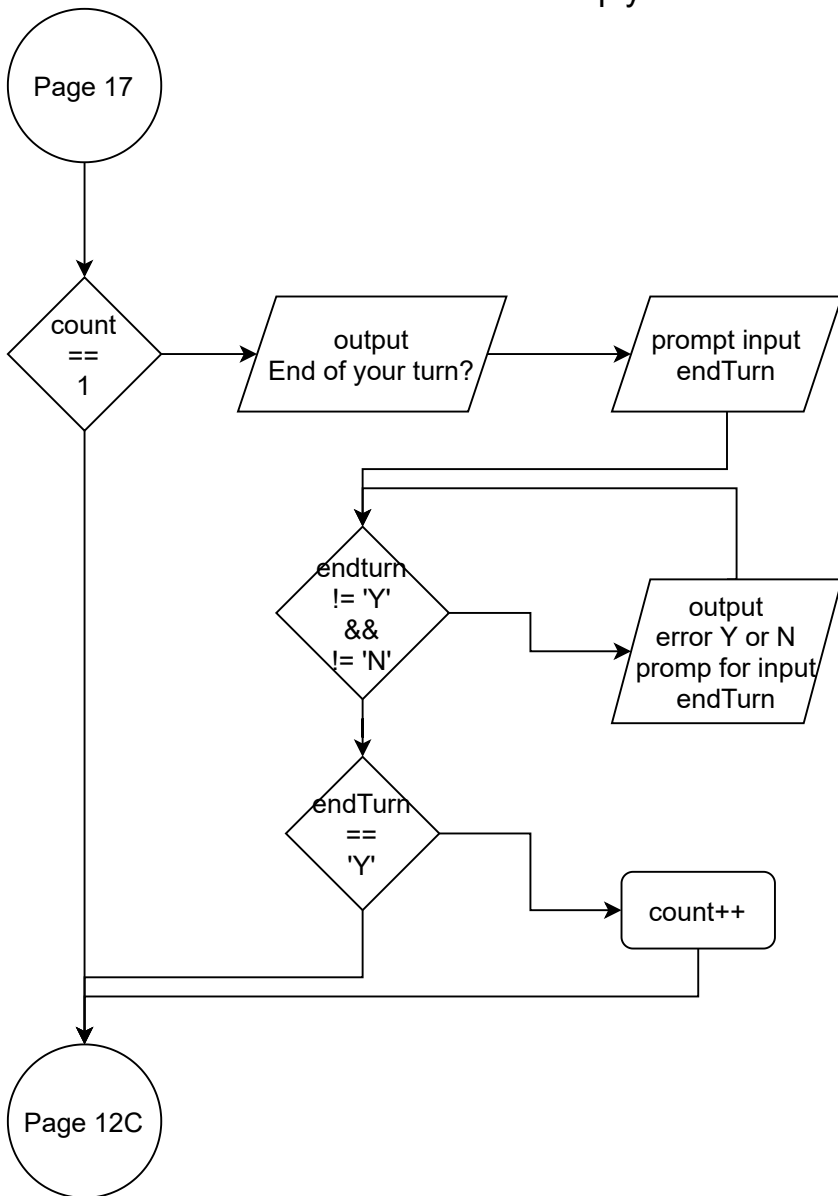




enum Colors initialized in the beginning of function plyrTurn

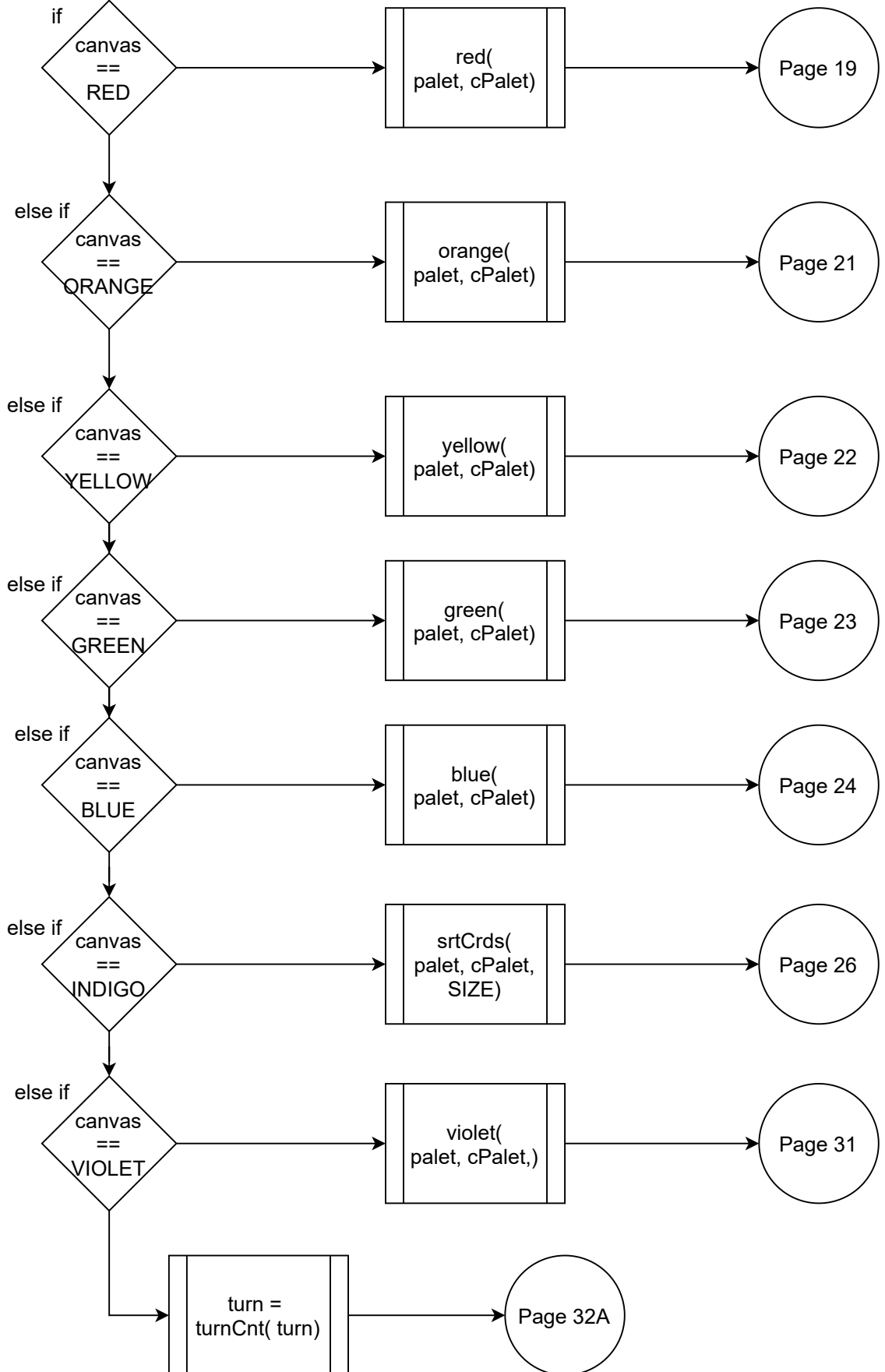


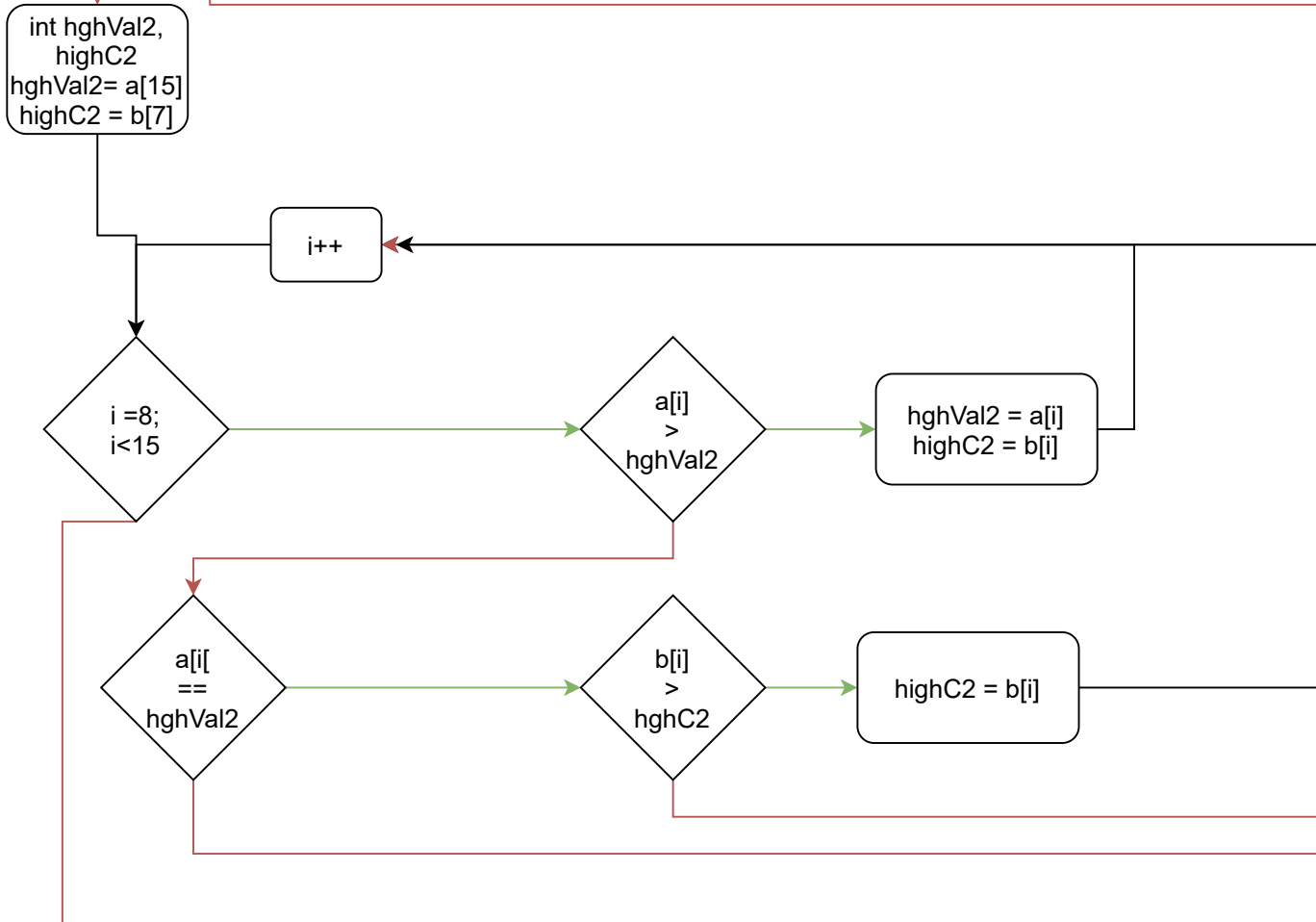
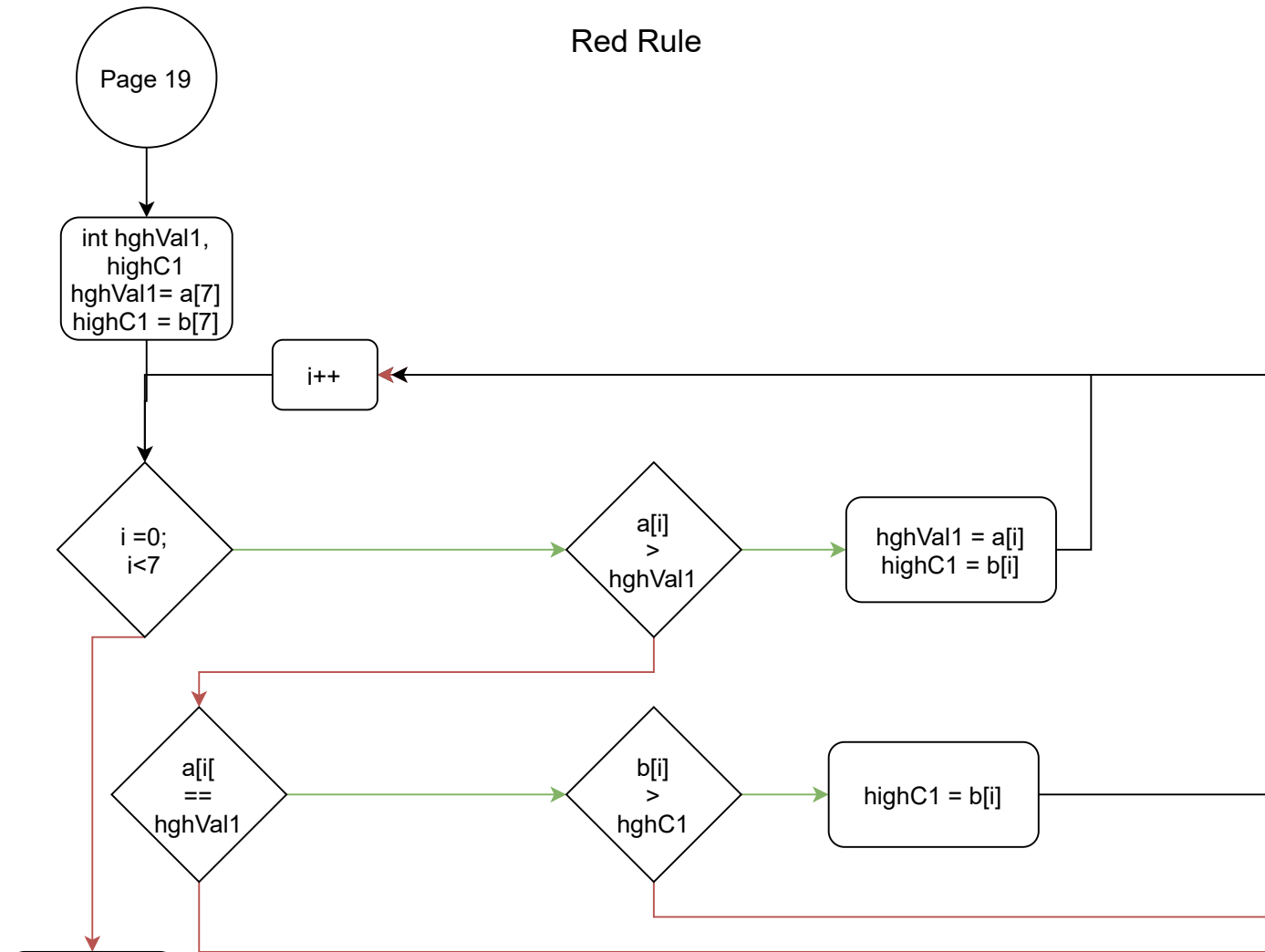


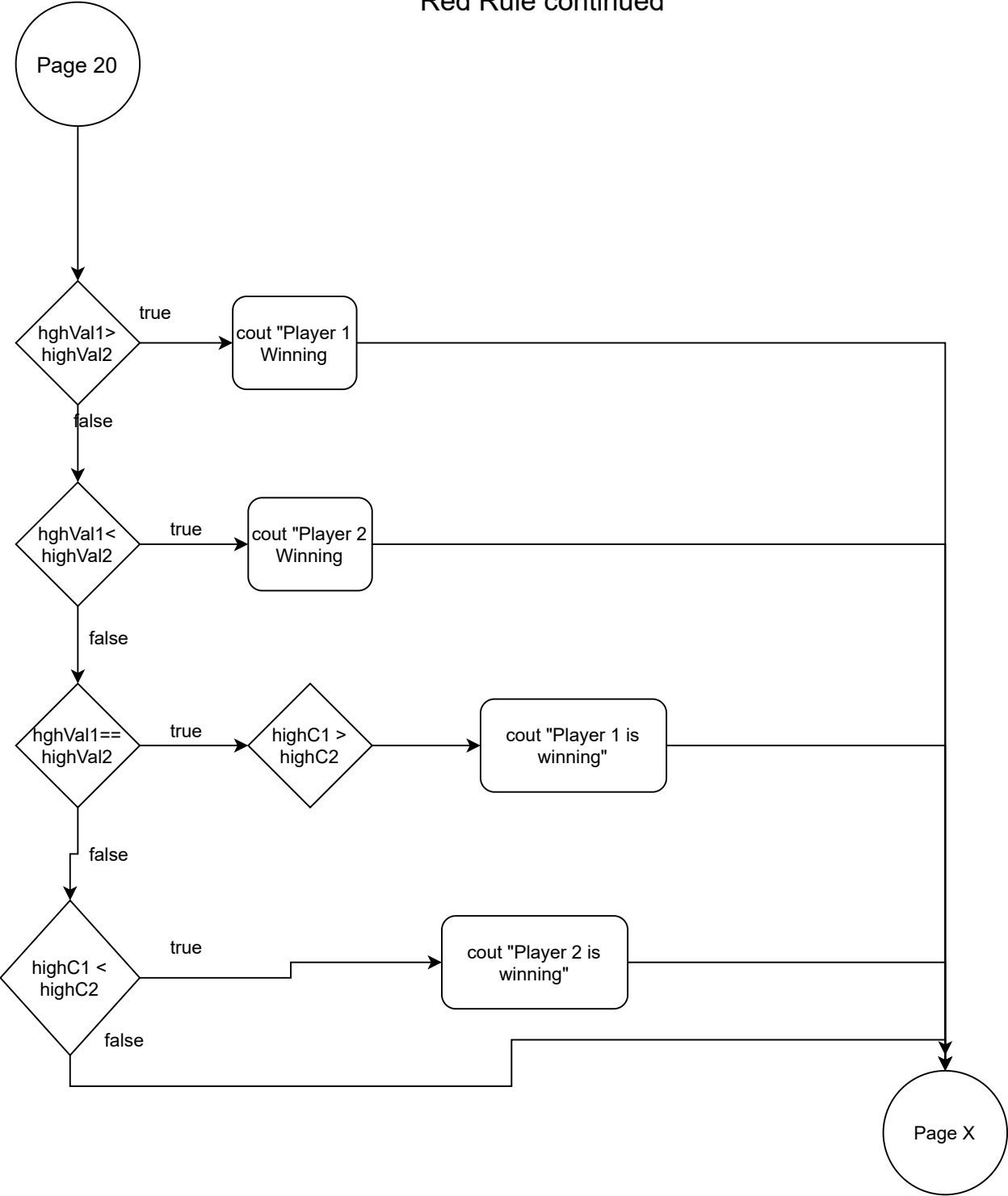


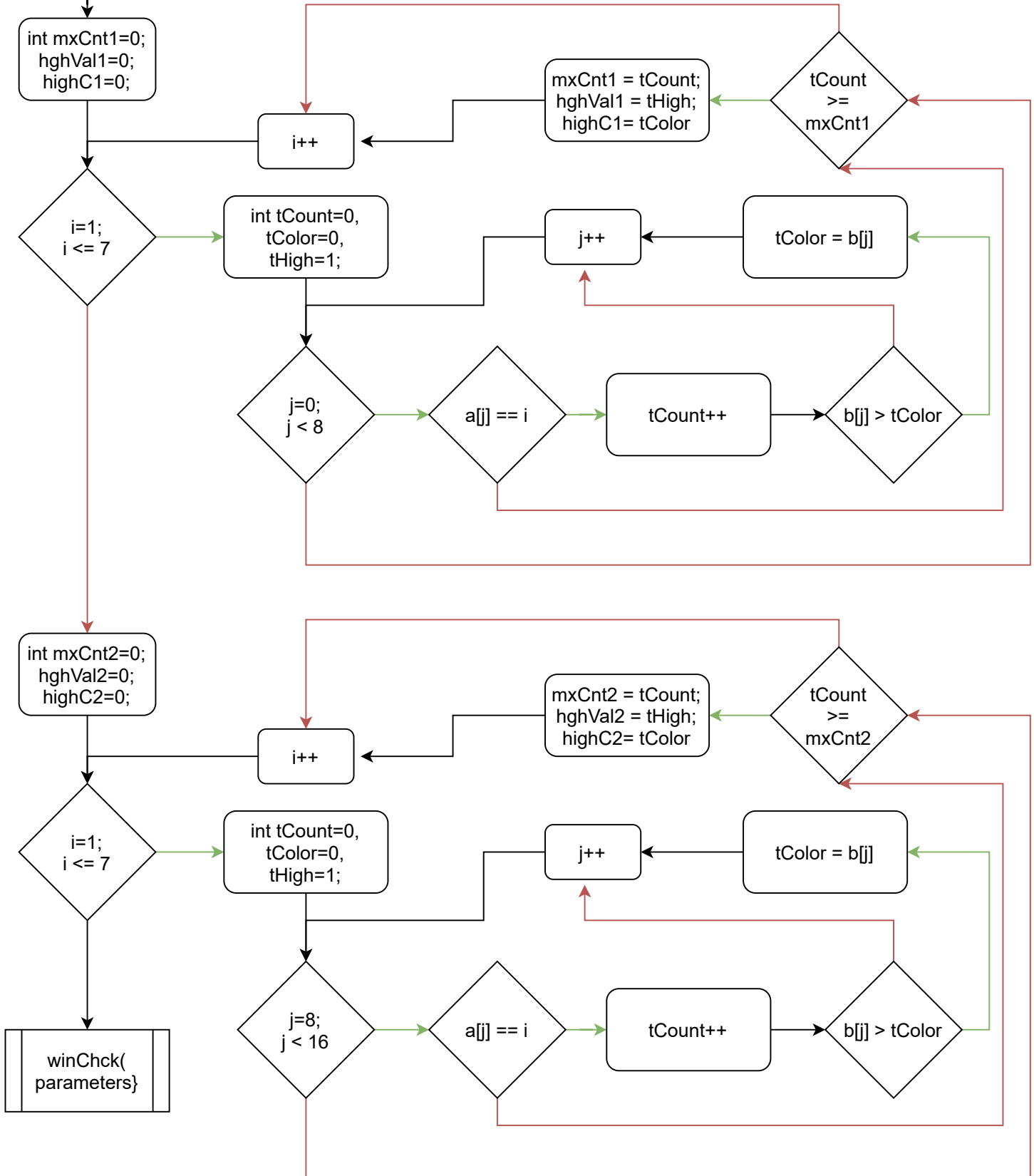
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Back in main function





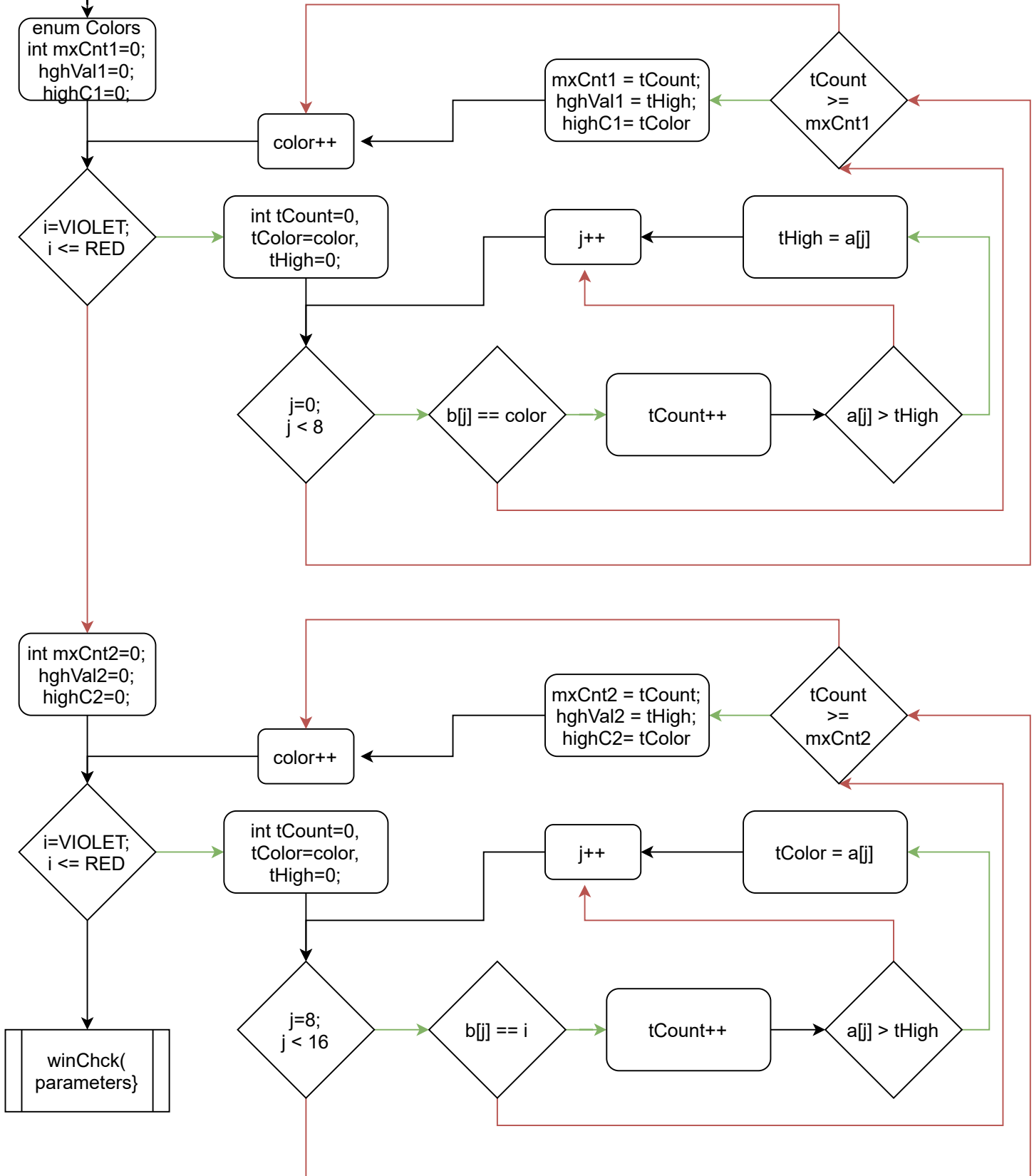


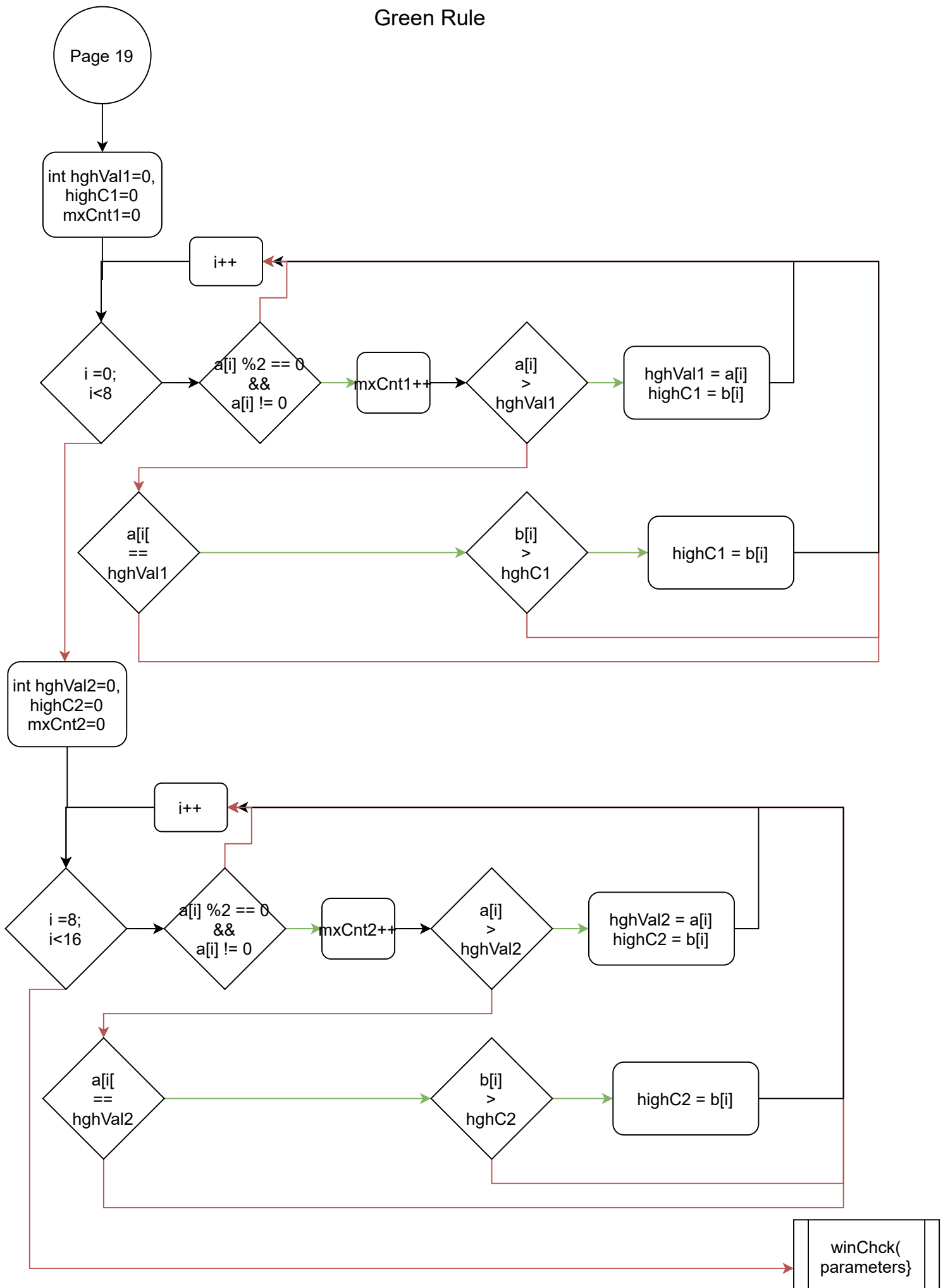




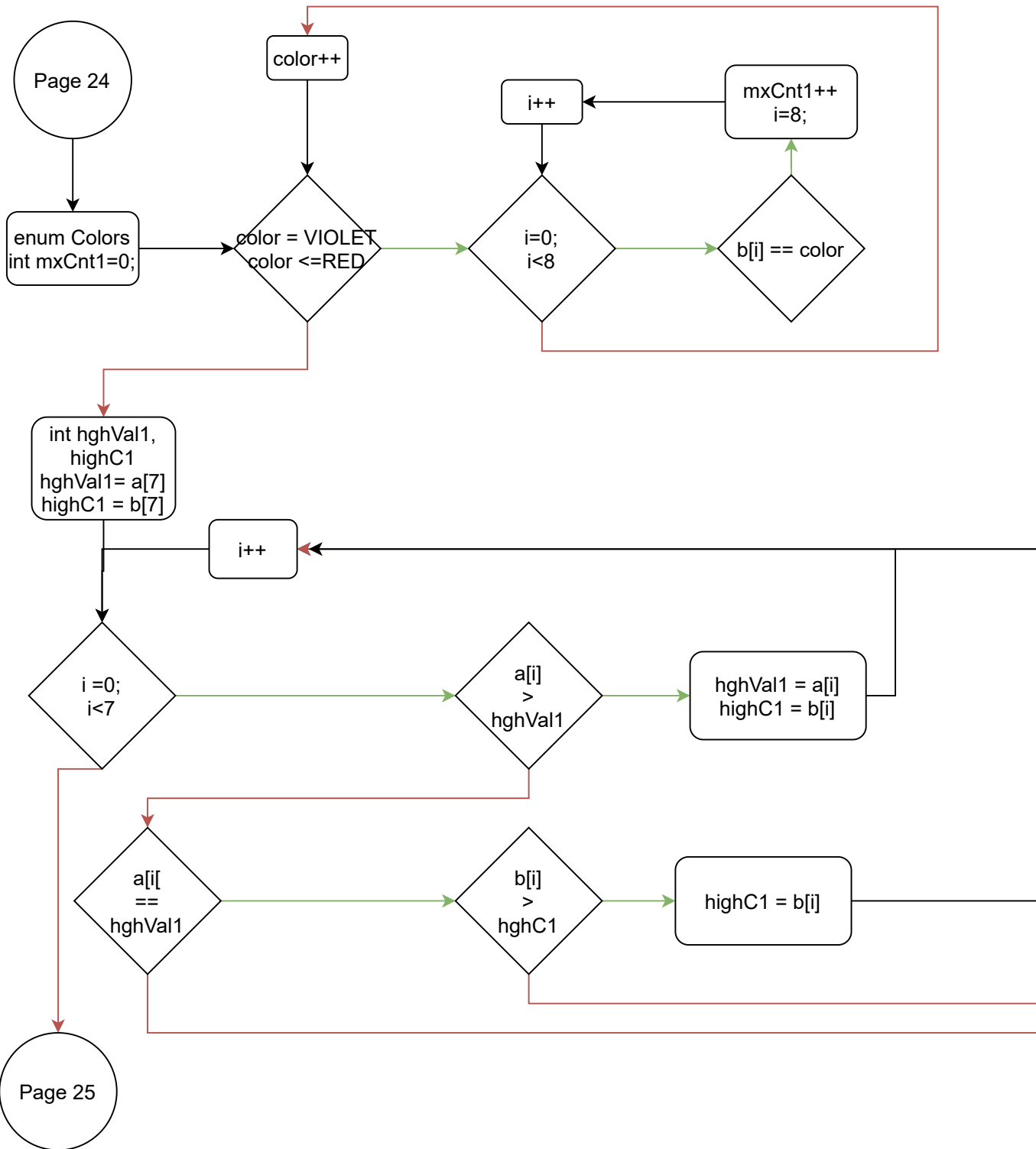
# Yellow Rule

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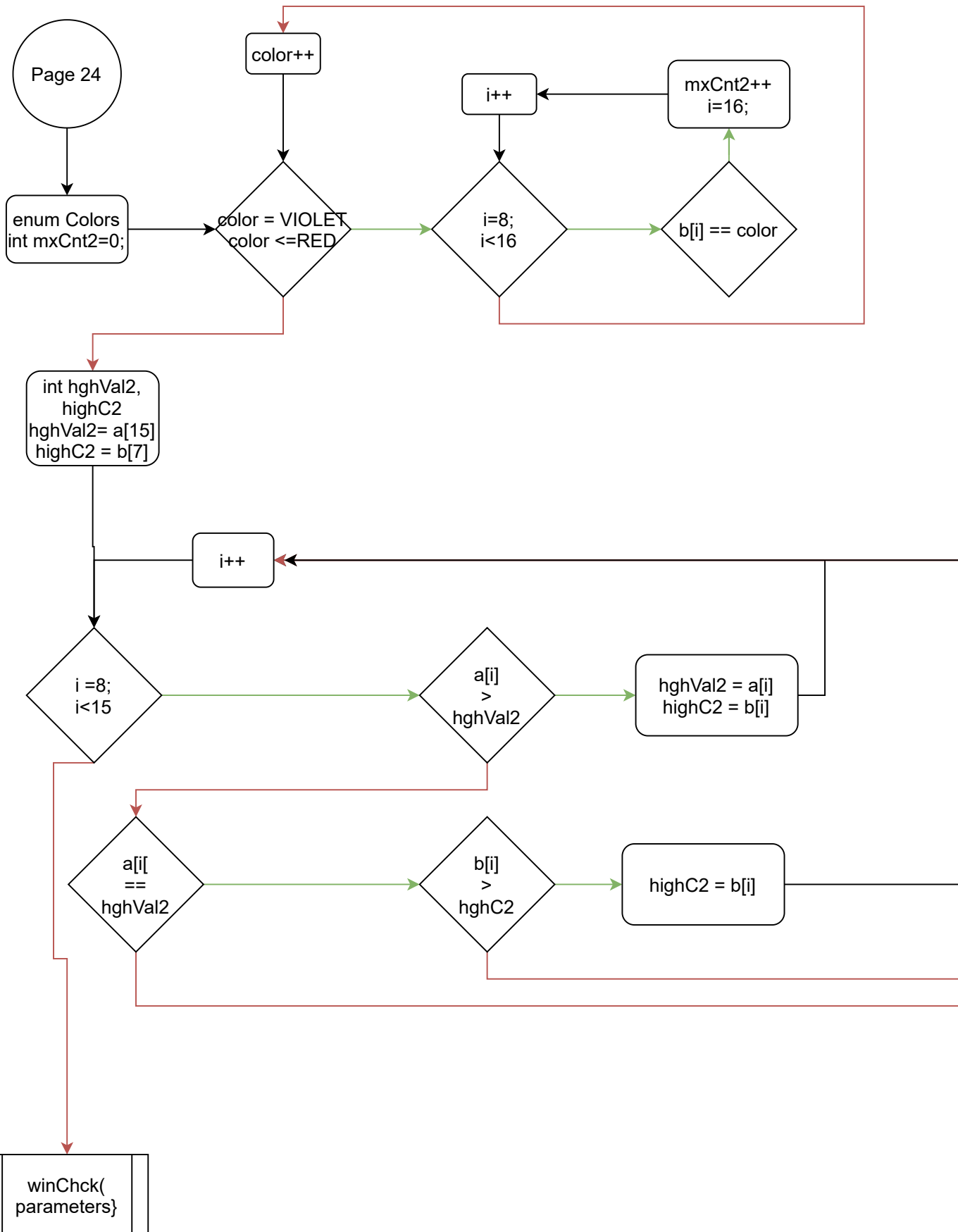


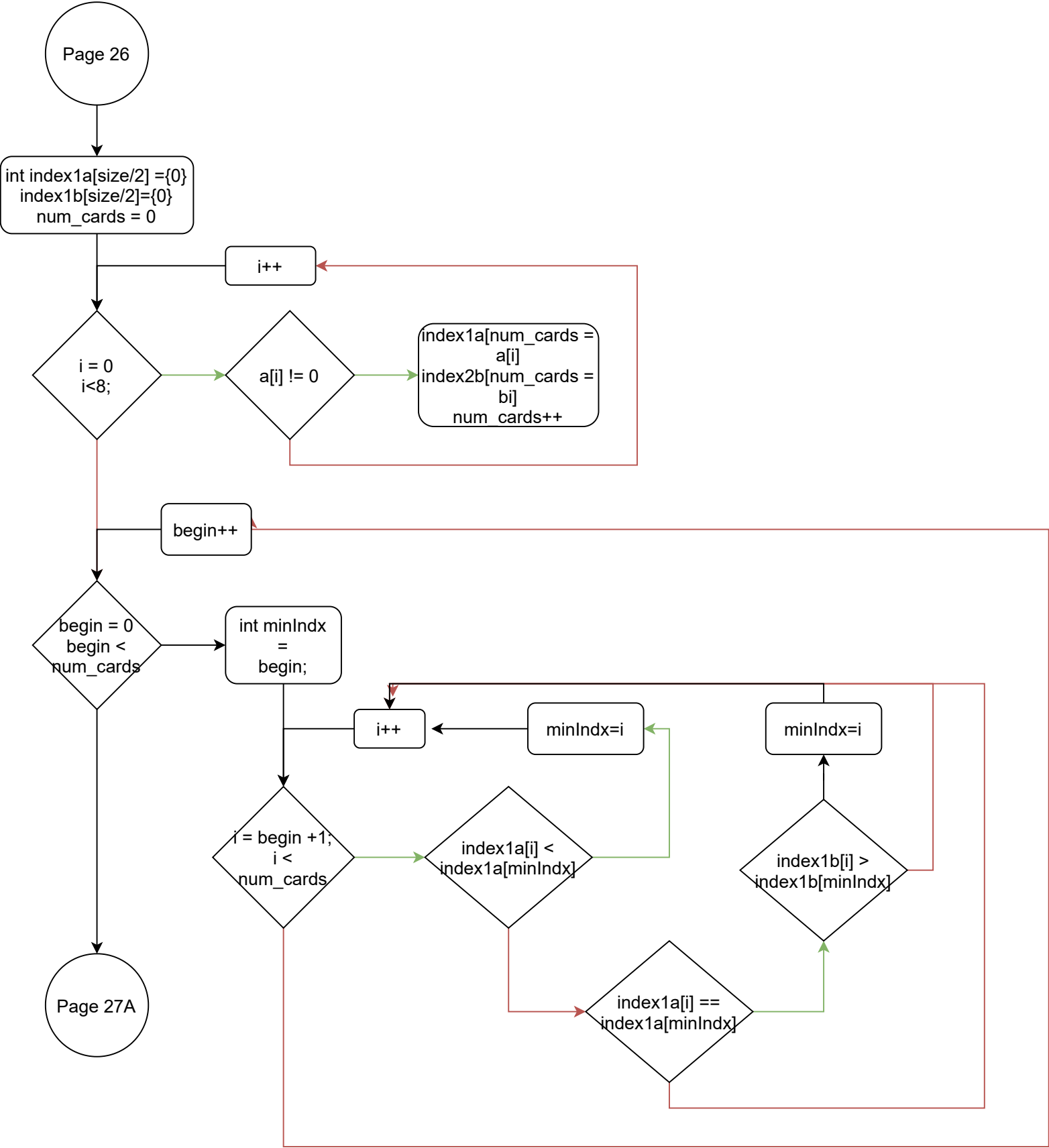
# Blue Rule Player 1



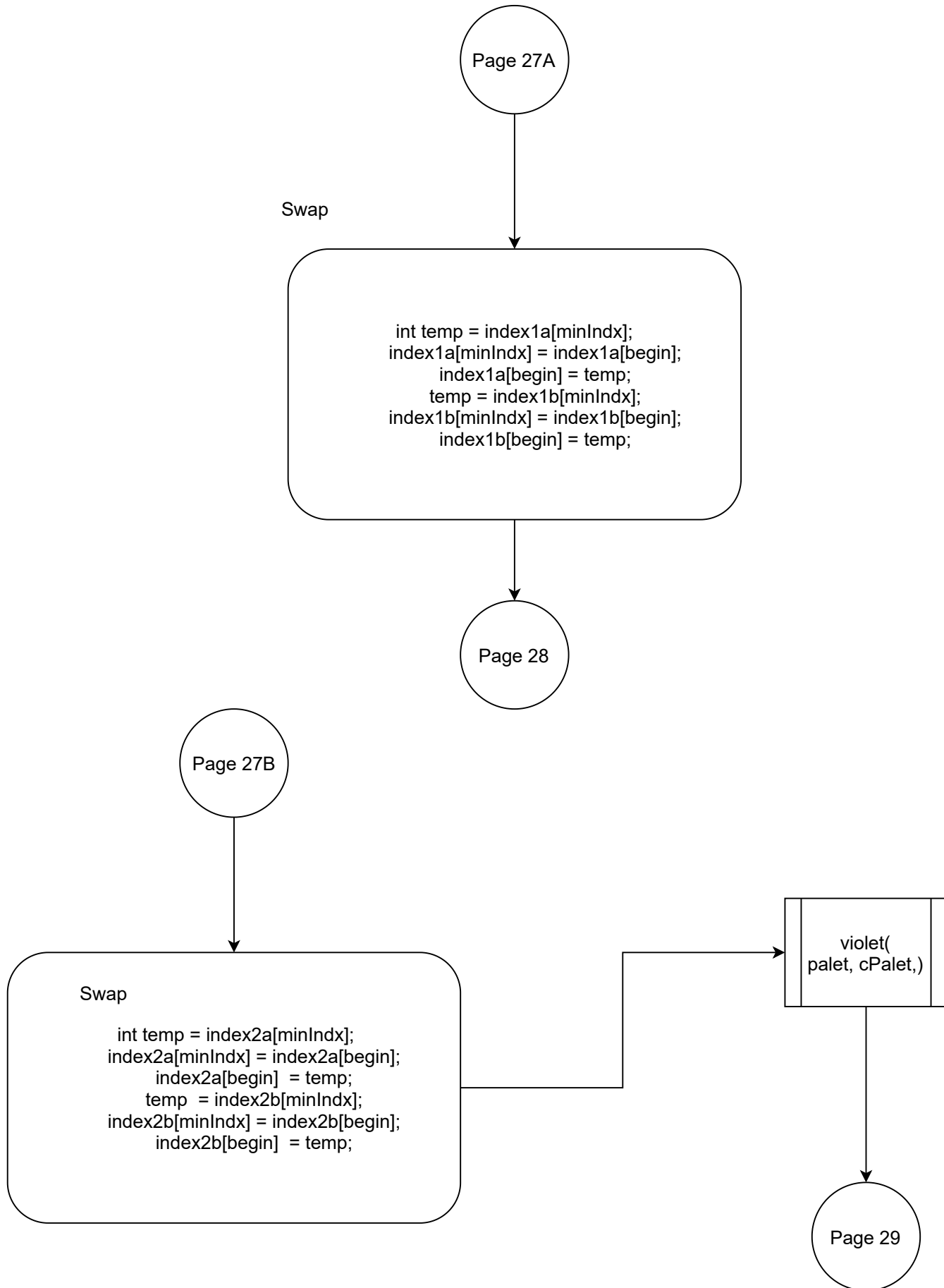
## Blue Rule Player 2

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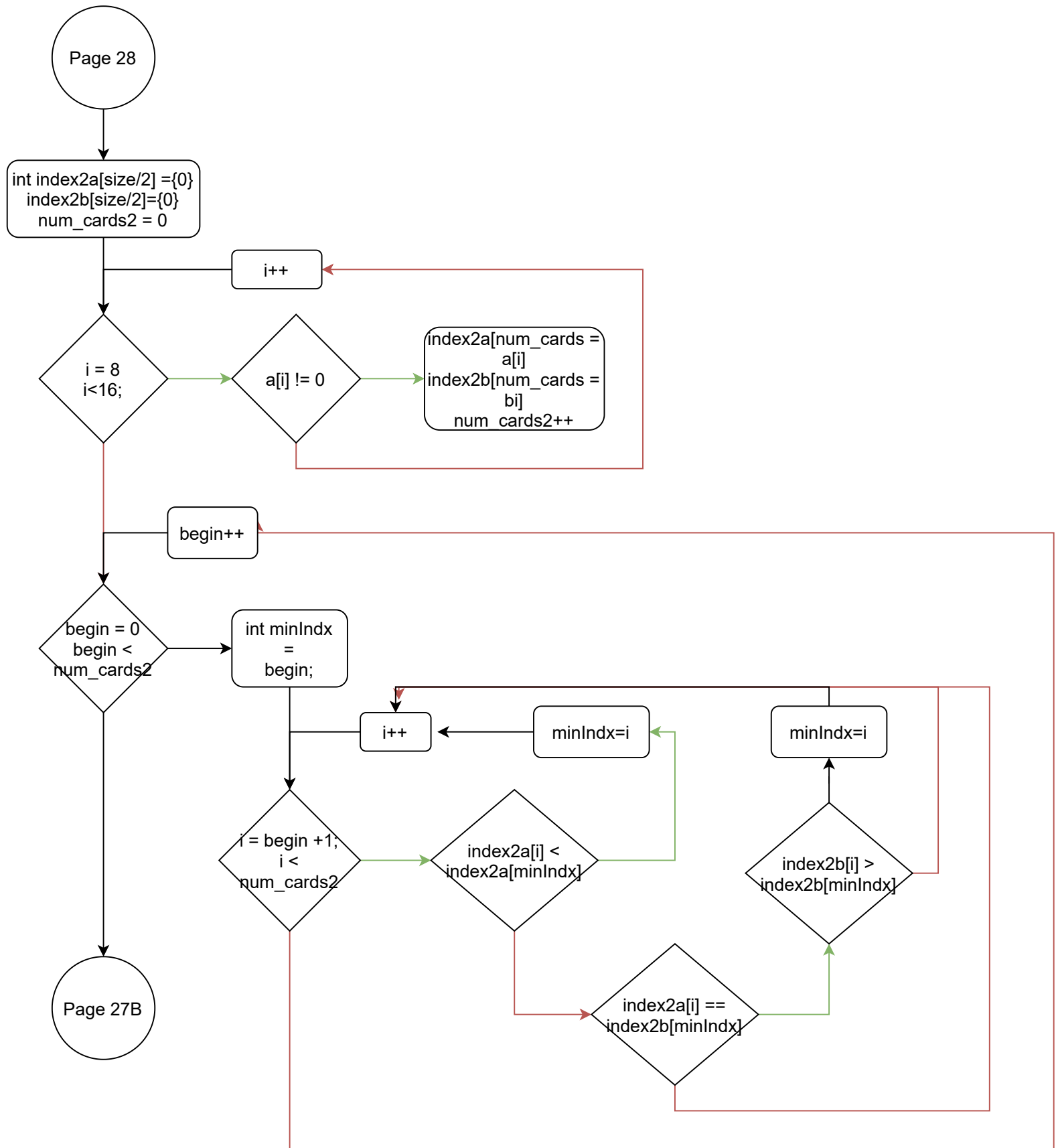


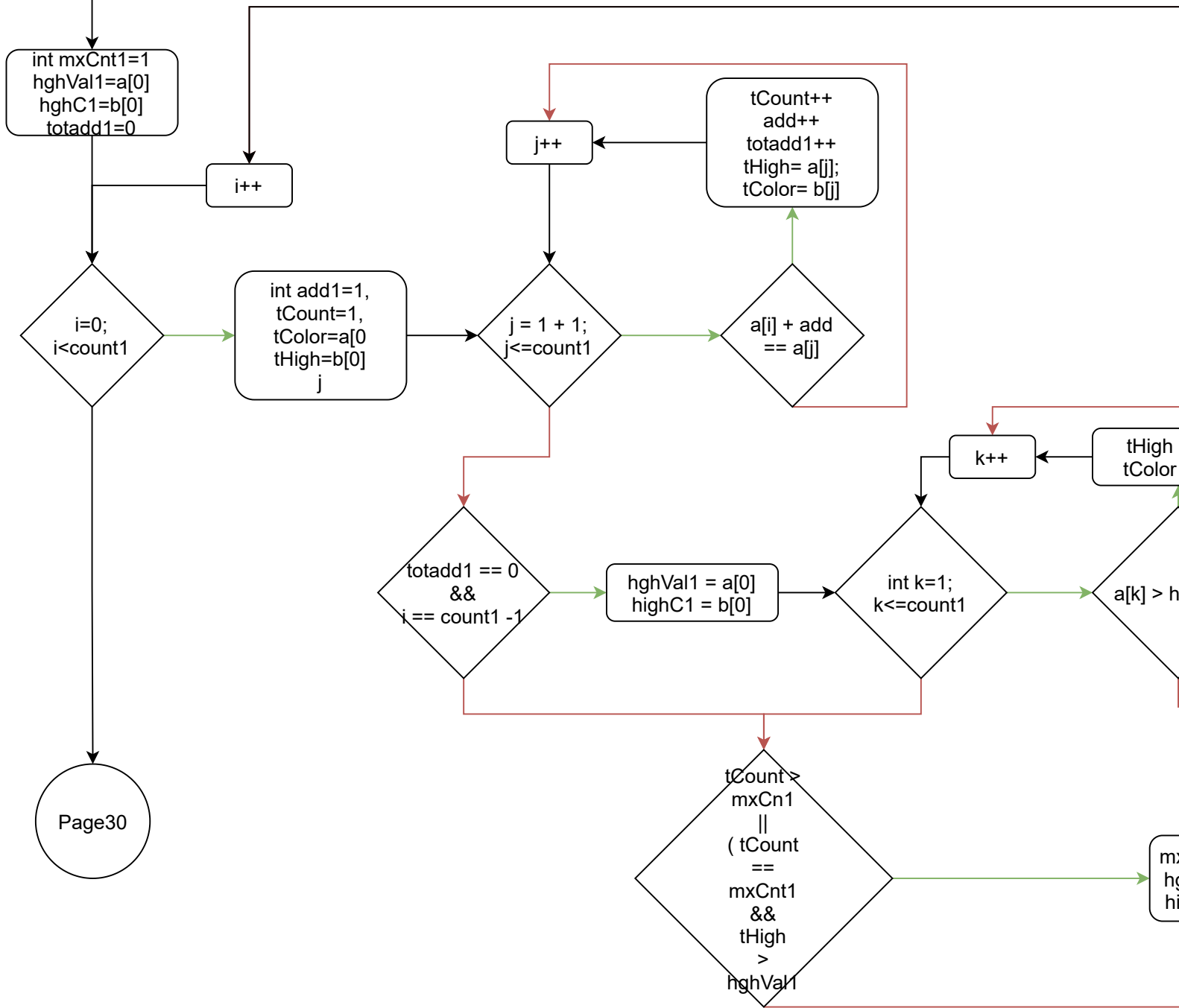


## Void Function srtCrds continued



# Void Function srtCrds Player 2





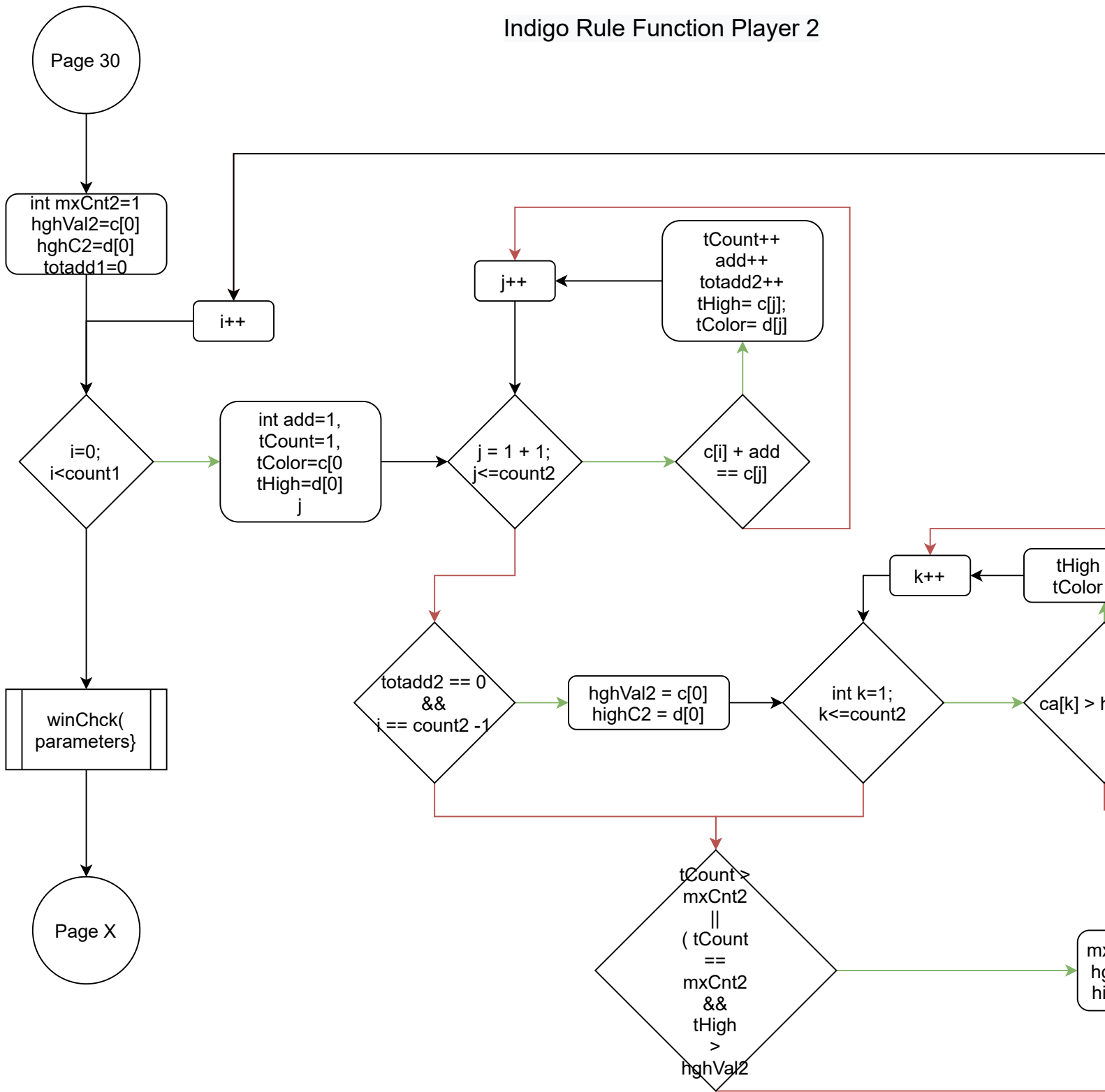


= a[k]  
= b[k]

ghVal1

xCnt1 = tCount  
ghVal1 = tHigh  
ghC1 = tColor

# Indigo Rule Function Player 2

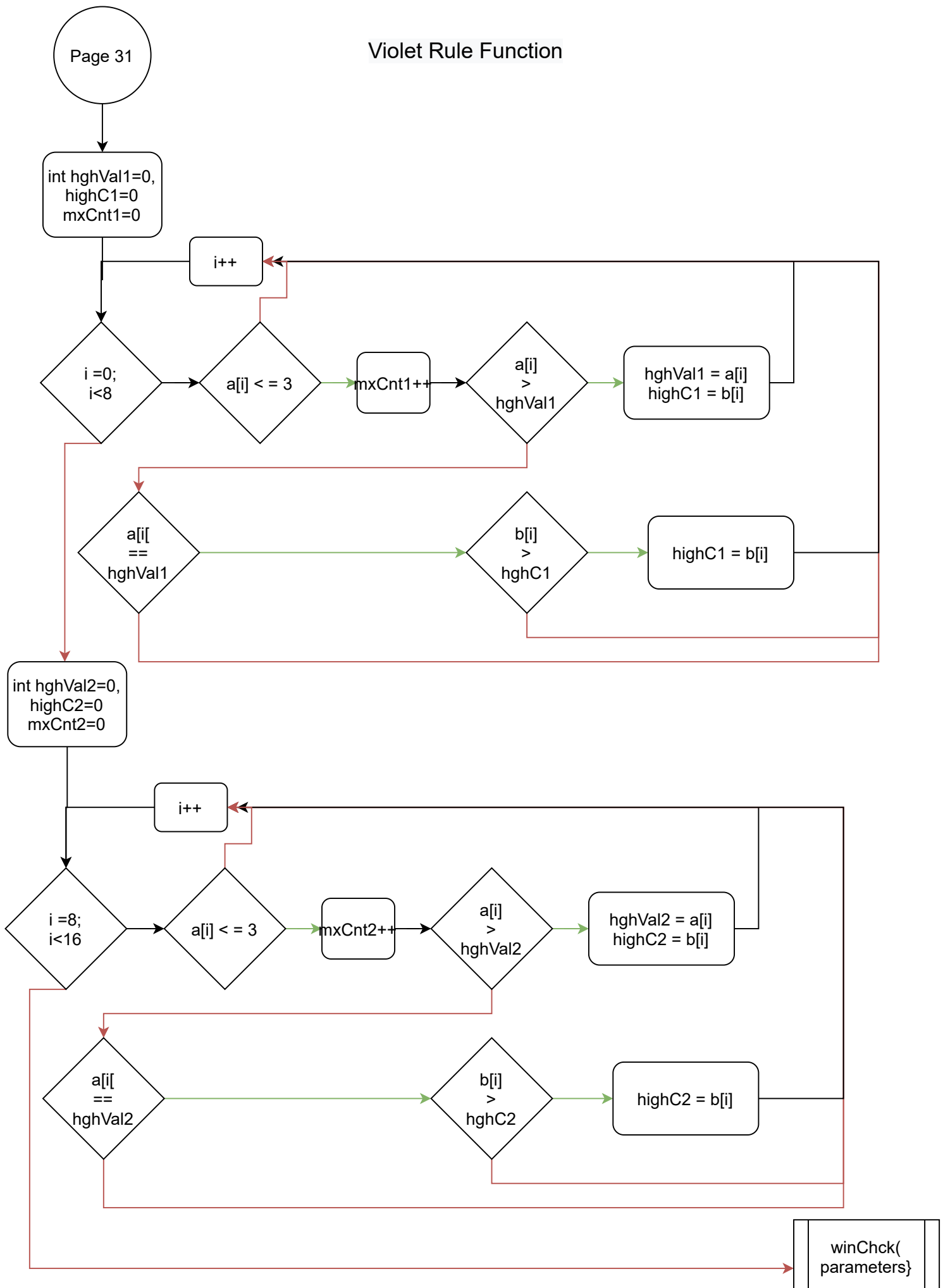


= c[k]  
= d[k]

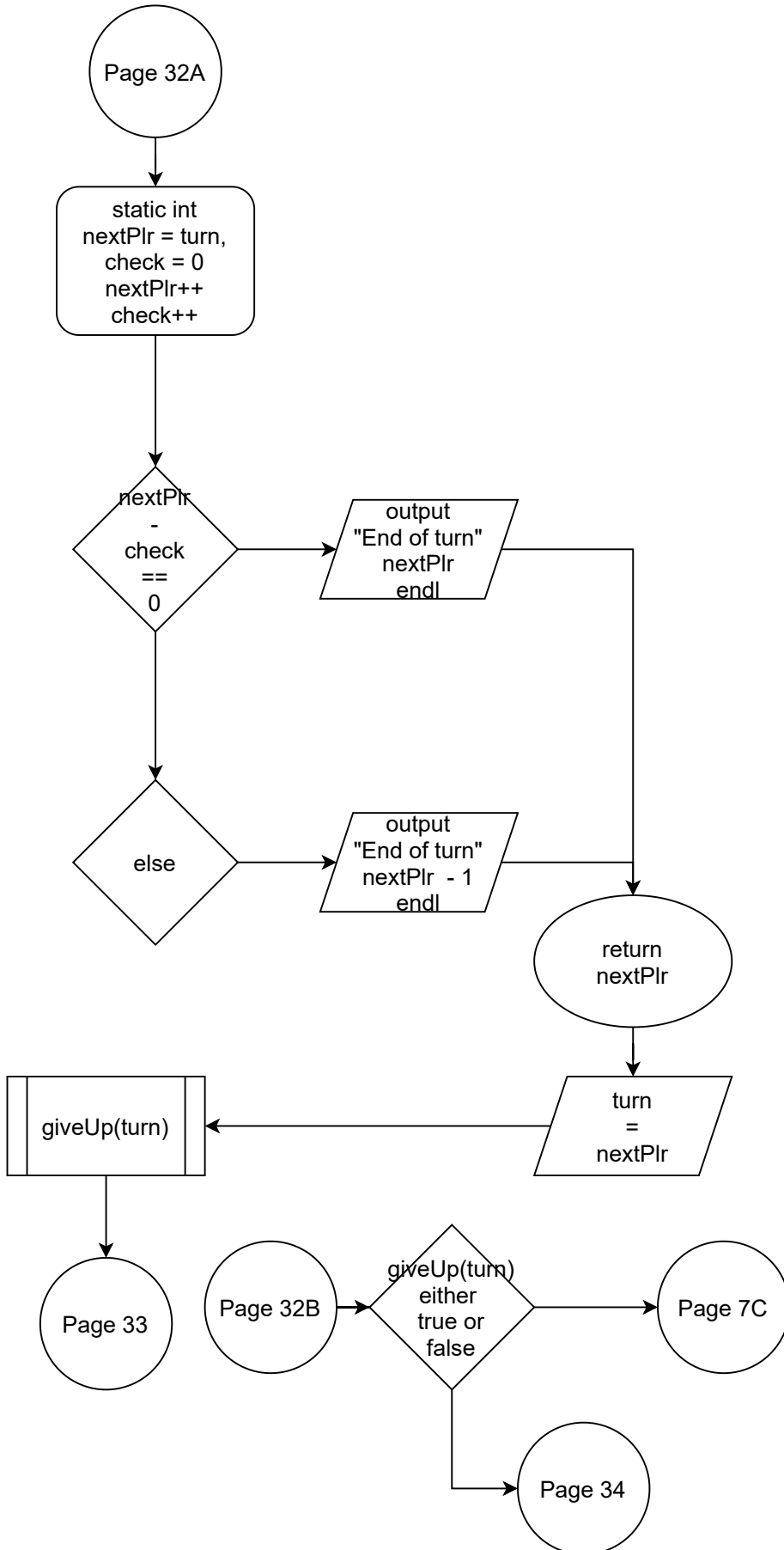
hVal1

xCnt2 = tCount  
hVal2 = tHigh  
hC2 = tColor

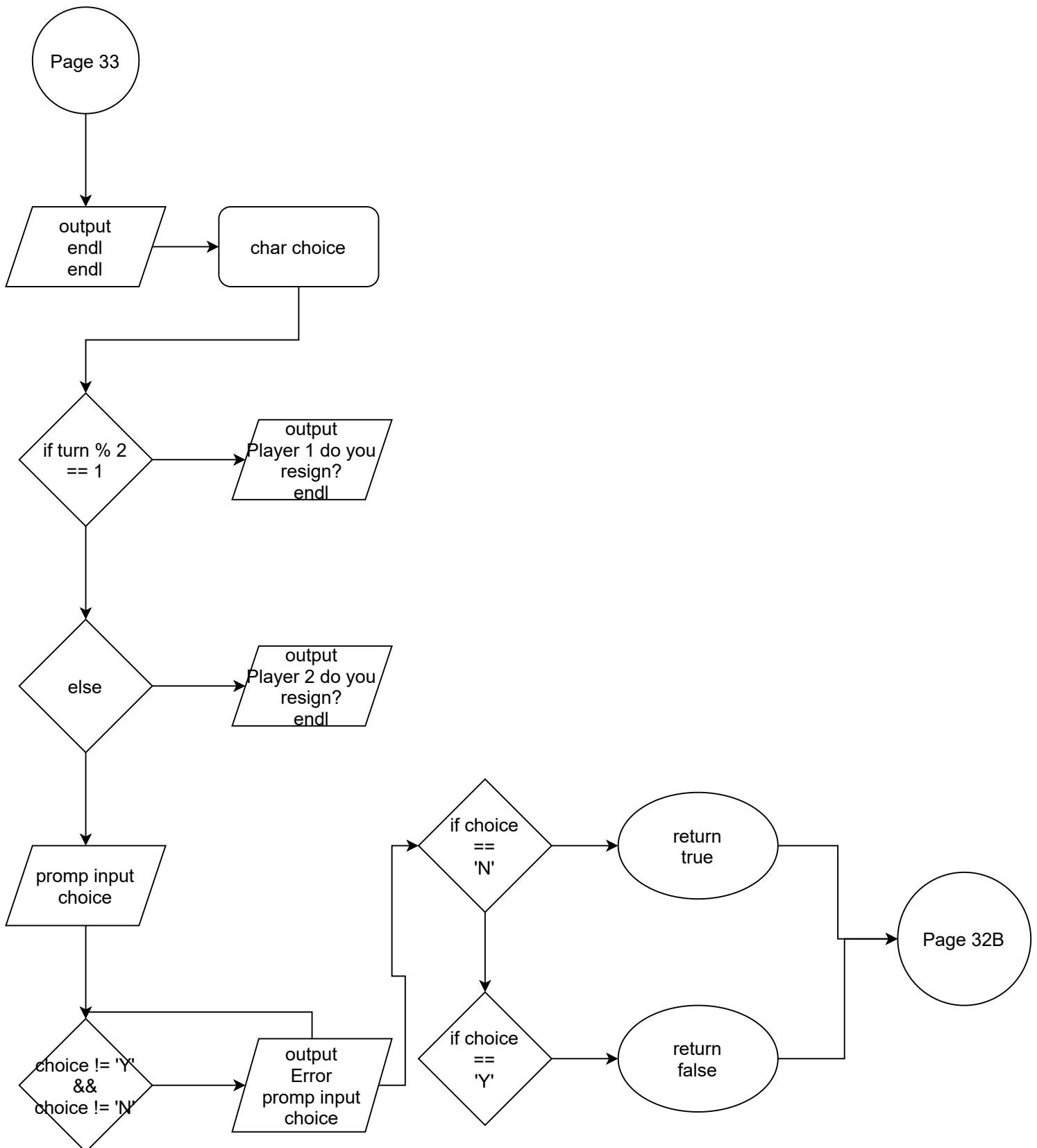
## Violet Rule Function



## Int Function turnCnt



## Bool Function giveUp



## Void Game End

