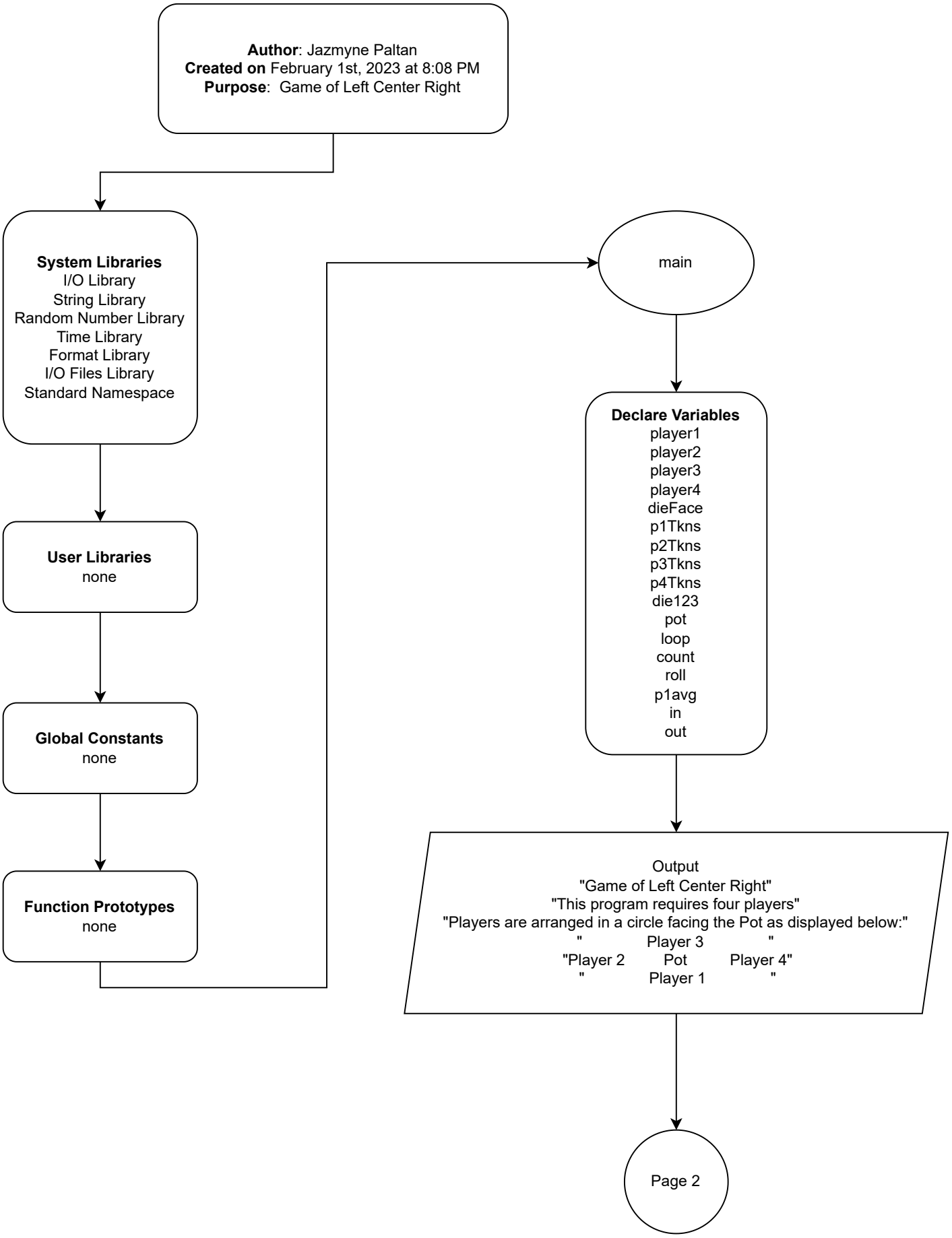
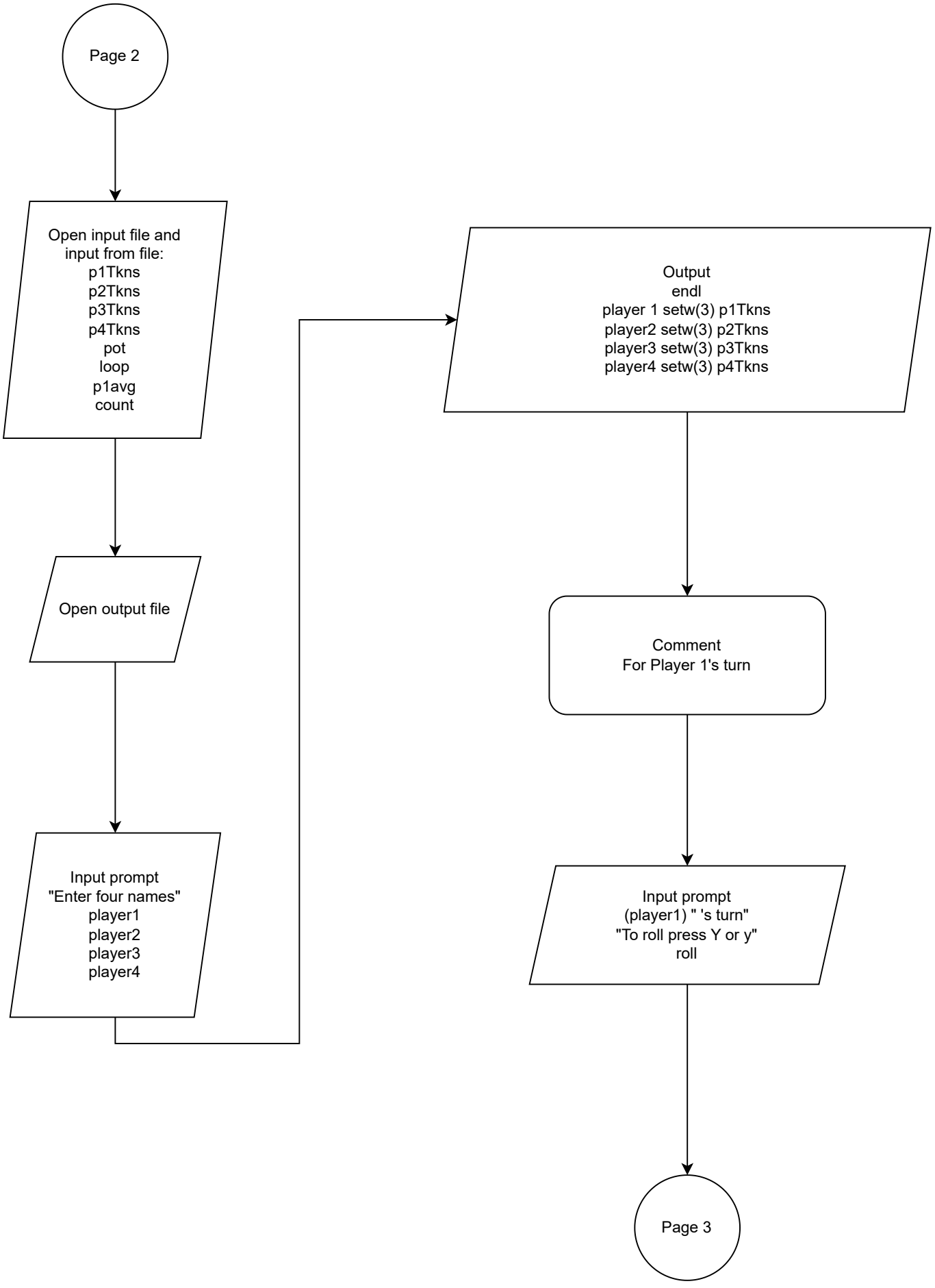
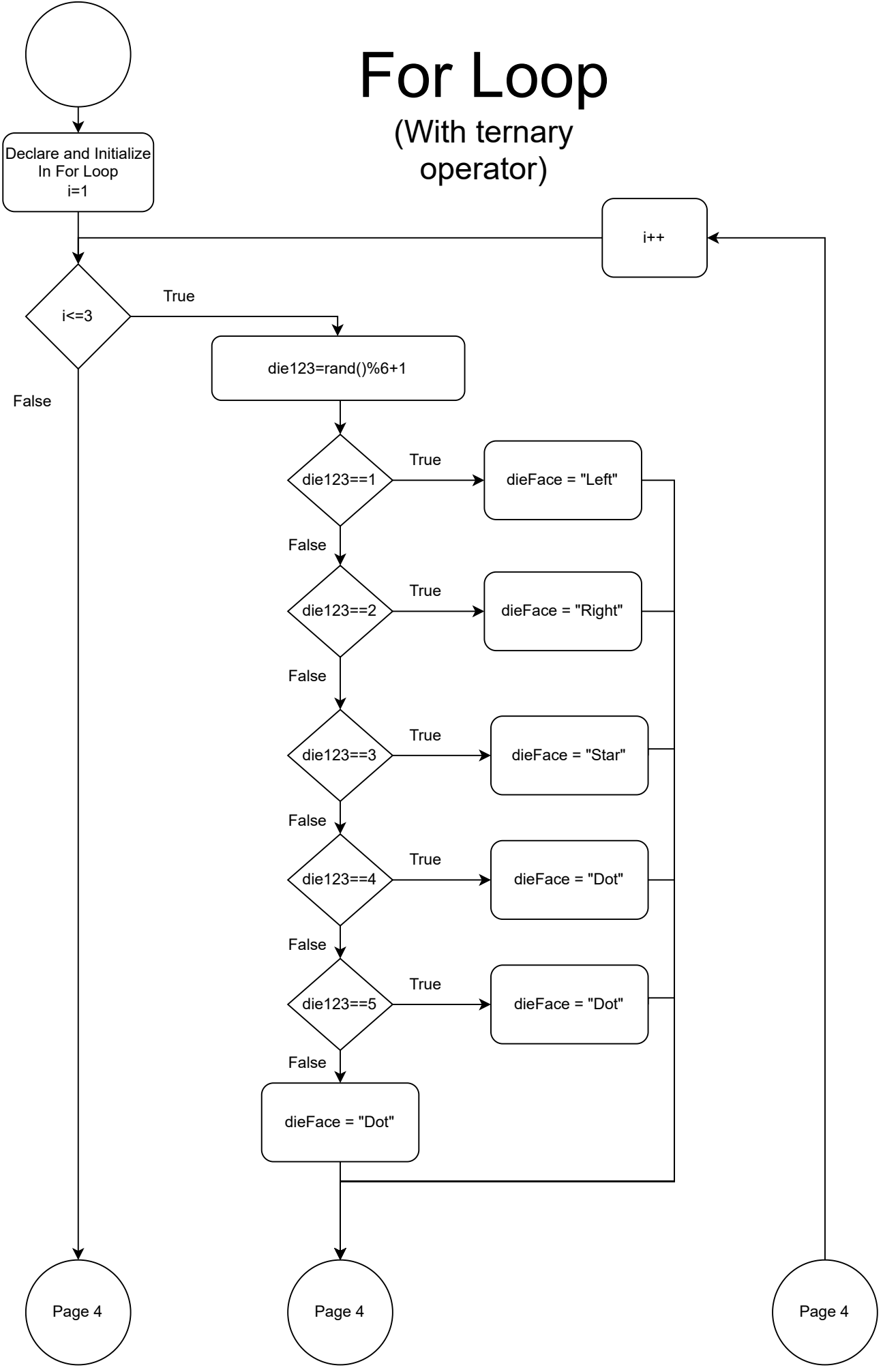
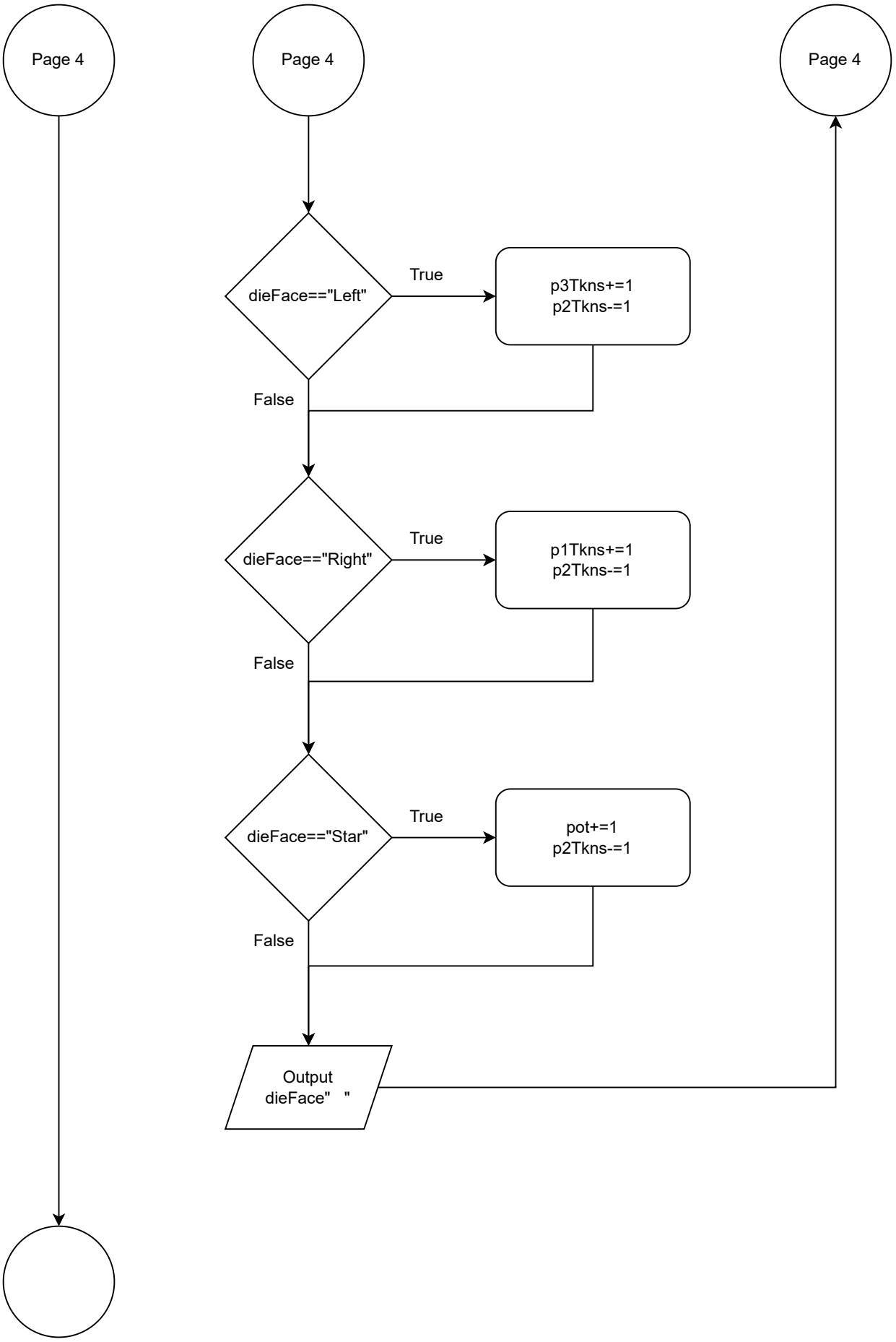

Author: Jazmyne Paltan
Created on February 1st, 2023 at 8:08 PM
Purpose: Game of Left Center Right
System Libraries
I/O Library
String Library
Random Number Library
Time Library
Format Library
I/O Files Library
Standard Namespace
User Libraries
none
Global Constants
none
Function Prototypes
none
main
Declare Variables
player1
player2
player3
player4
dieFace
p1Tkns
p2Tkns
p3Tkns
p4Tkns
die123
pot
loop
count
roll
p1avg
in
out
Output
"Game of Left Center Right"
"This program requires four players"
"Players are arranged in a circle facing the Pot as displayed below:"
" Player 3 "
"Player 2 Pot Player 4"
" Player 1 "
Page 2


Page 2
Open input file and
input from file:
p1Tkns
p2Tkns
p3Tkns
p4Tkns
pot
loop
p1avg
count
Open output file
Input prompt
"Enter four names"
player1
player2
player3
player4
Output
endl
player 1 setw(3) p1Tkns
player2 setw(3) p2Tkns
player3 setw(3) p3Tkns
player4 setw(3) p4Tkns
Comment
For Player 1's turn
Input prompt
(player1) " 's turn"
"To roll press Y or y"
roll
Page 3

For Loop

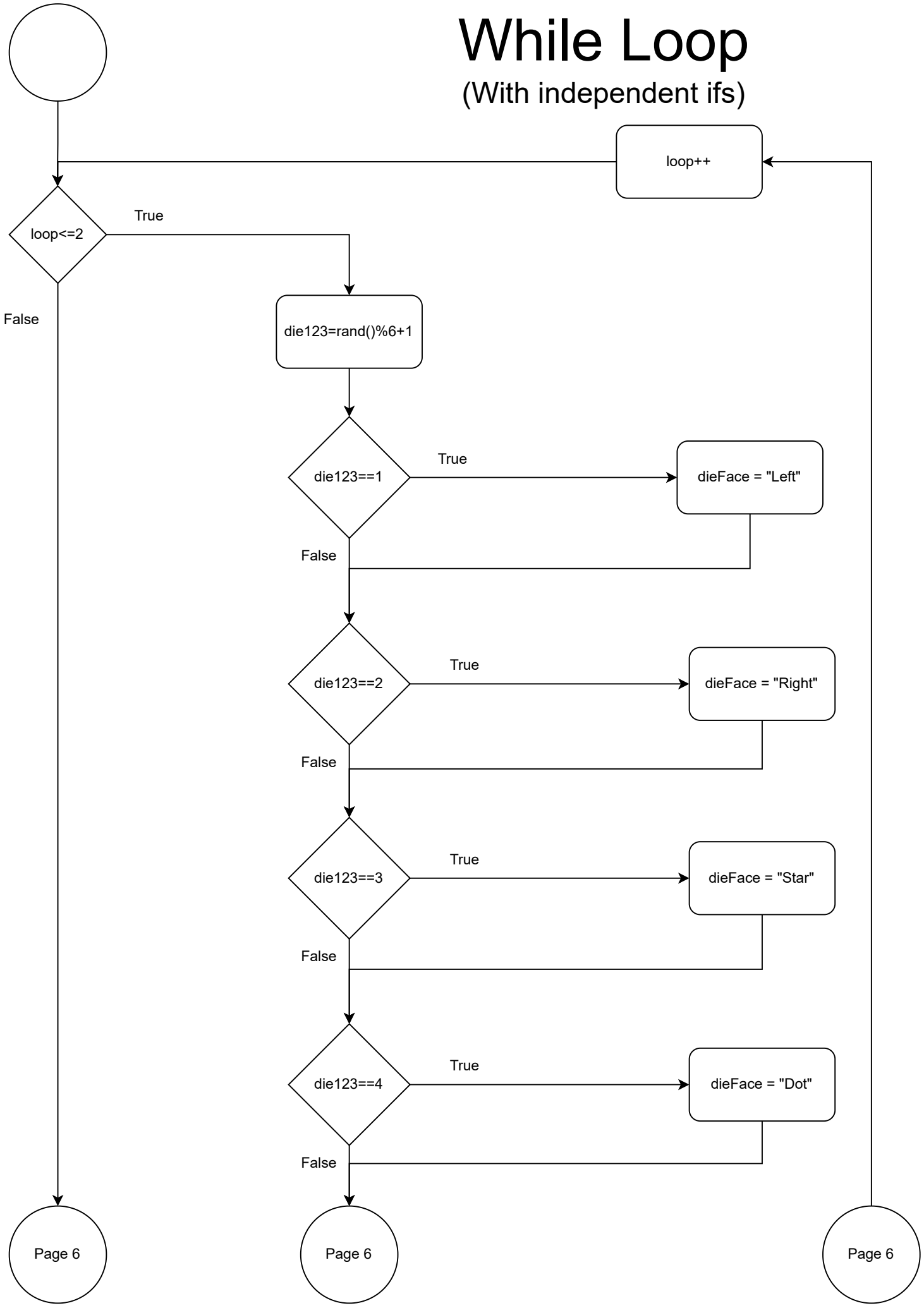
(With ternary operator)

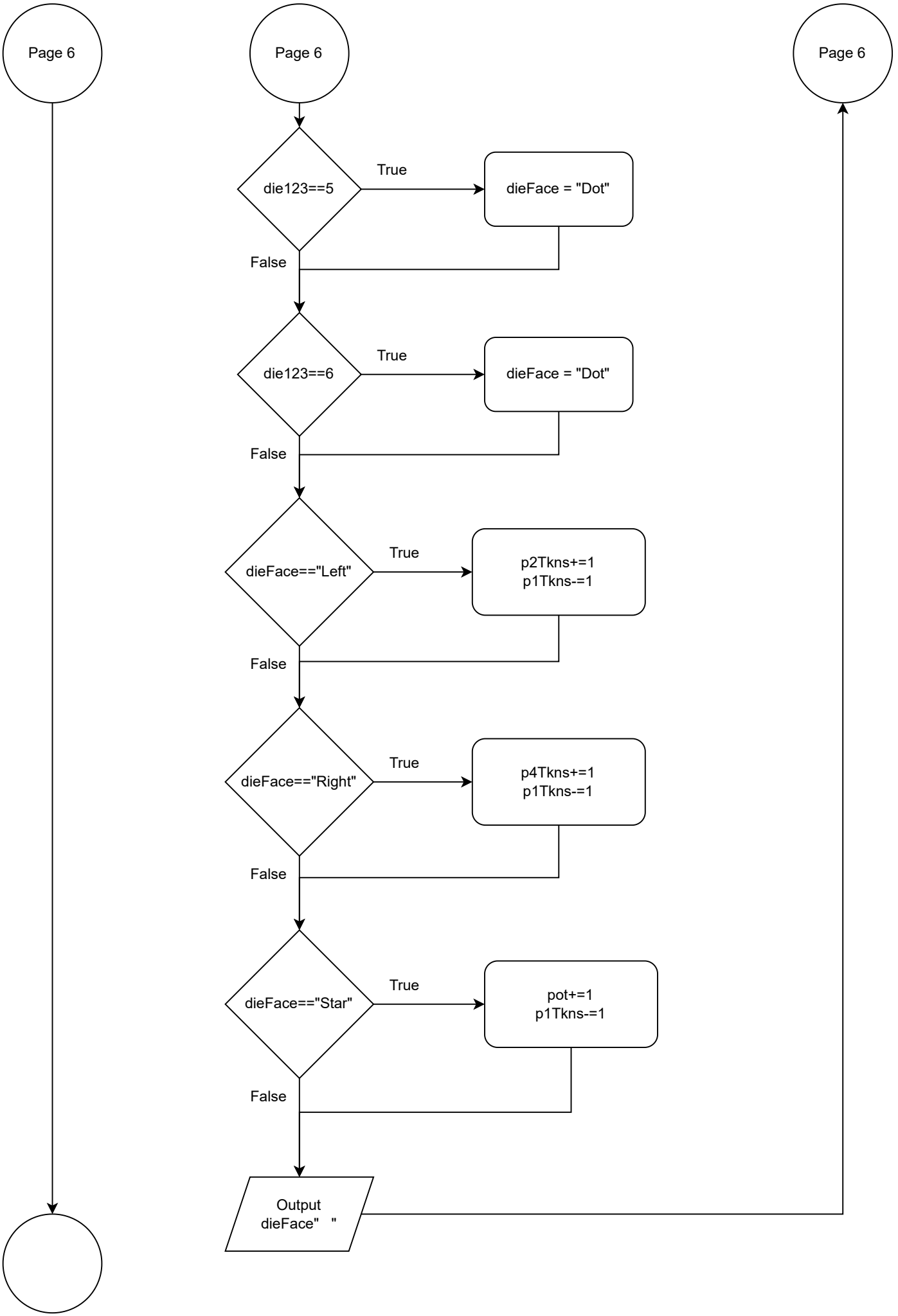



Page 4
Page 4
Page 4
dieFace=="Left"
True
p3Tkns+=1
p2Tkns-=1
False
dieFace=="Right"
True
p1Tkns+=1
p2Tkns-=1
False
dieFace=="Star"
True
pot+=1
p2Tkns-=1
False
Output
dieFace" "

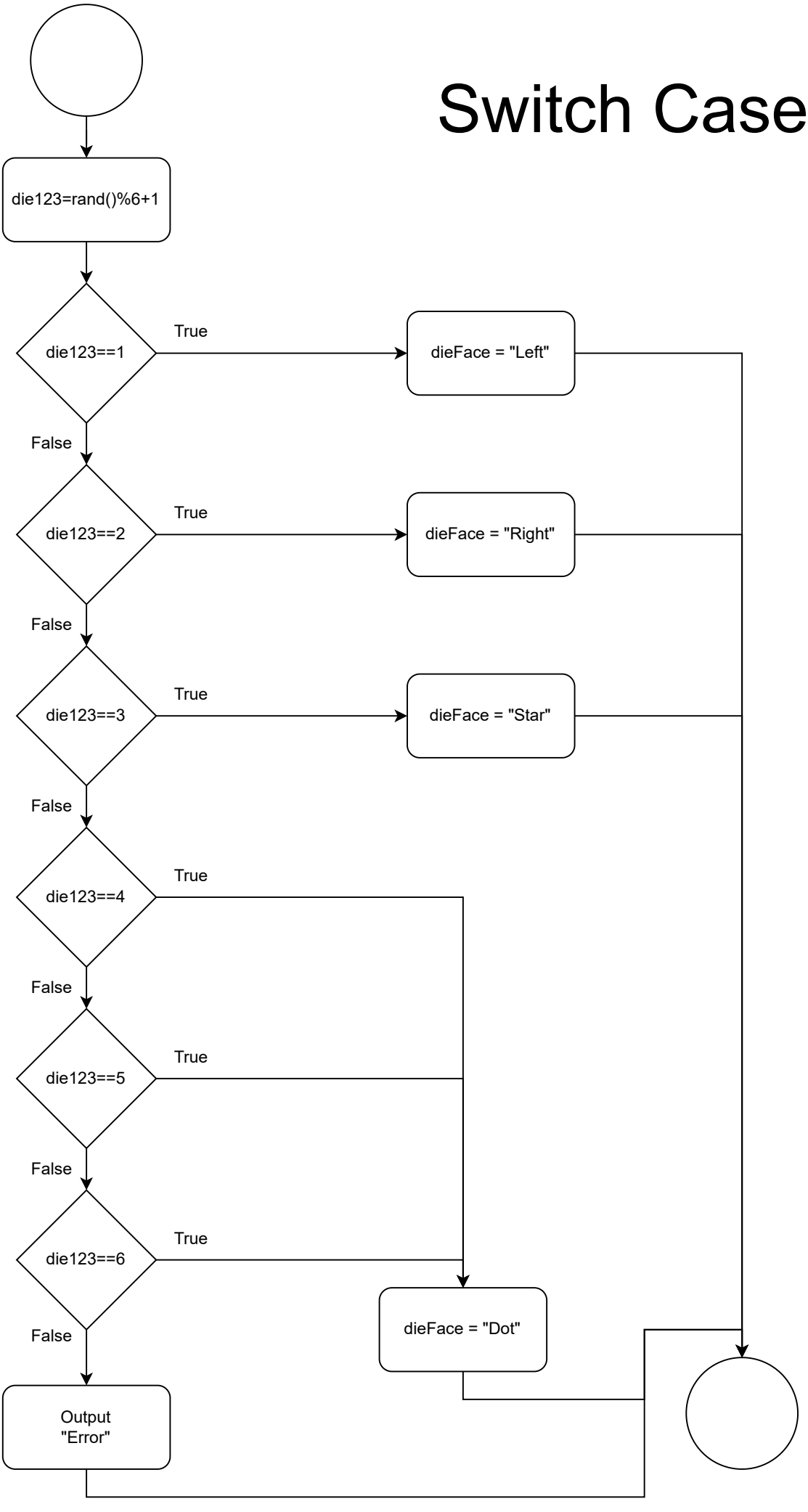
While Loop

(With independent ifs)

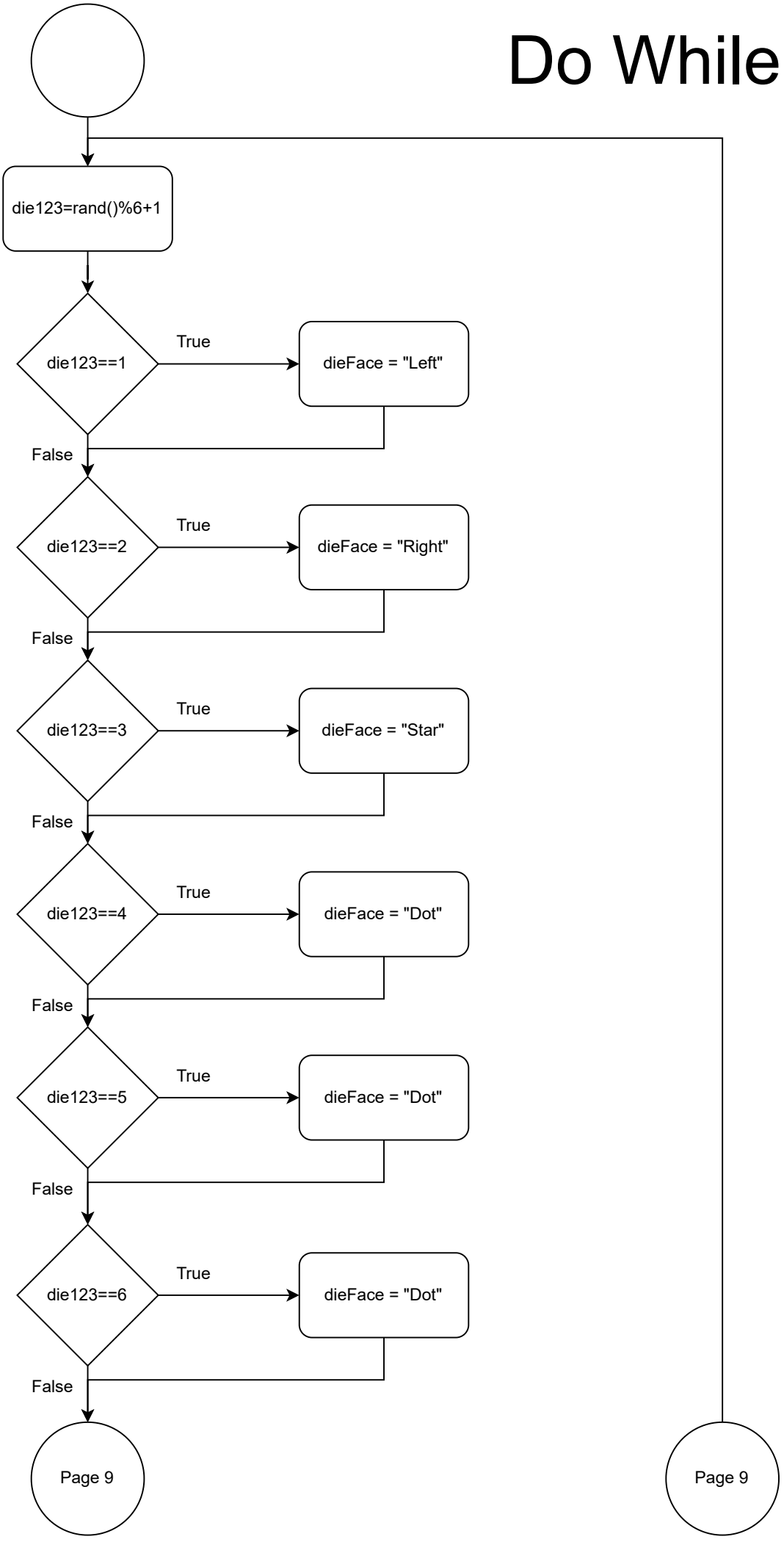


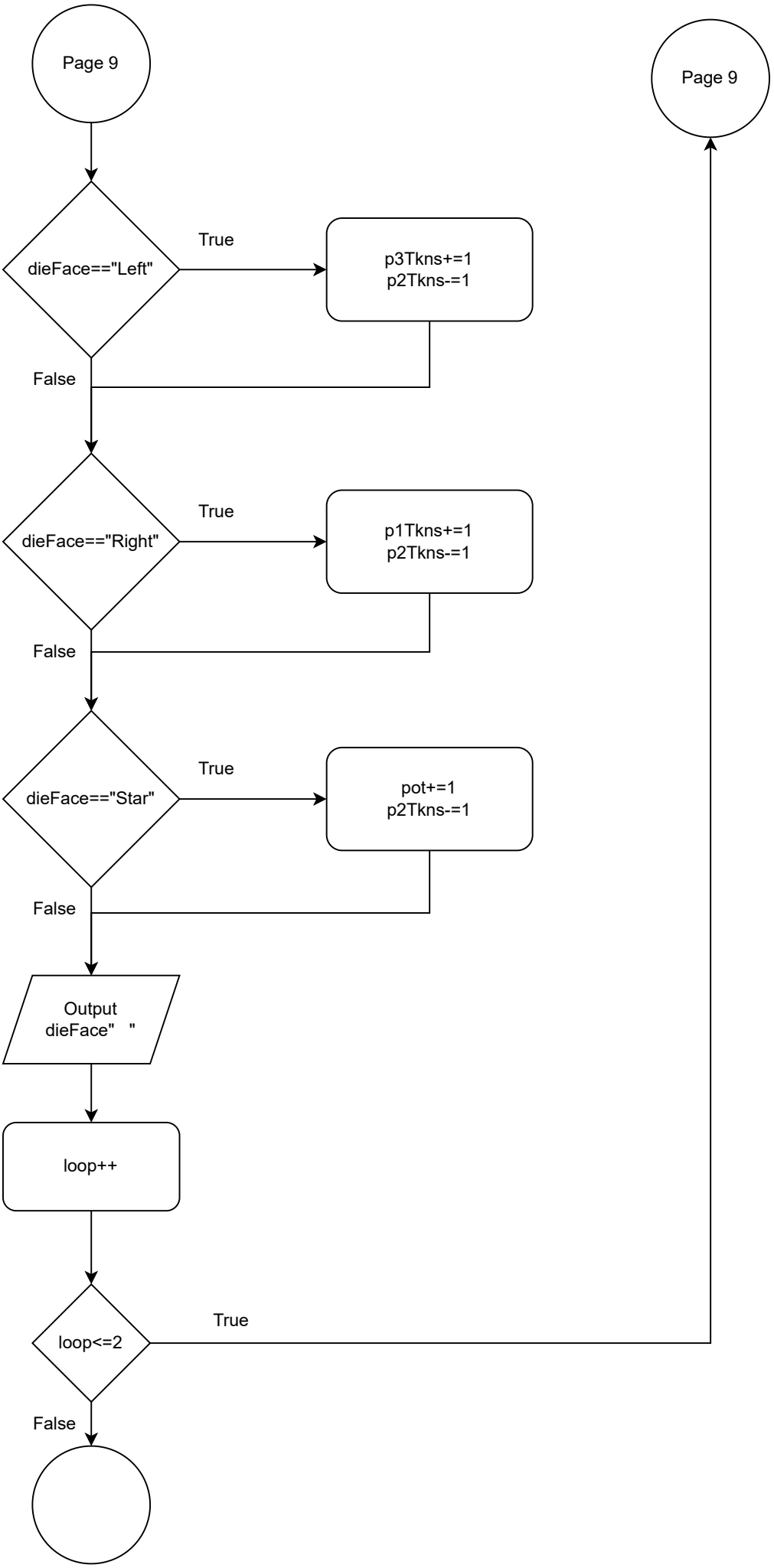

Page 6
Page 6
Page 6
die123==5
True
dieFace = "Dot"
False
die123==6
True
dieFace = "Dot"
False
dieFace=="Left"
True
p2Tkns+=1
p1Tkns-=1
False
dieFace=="Right"
True
p4Tkns+=1
p1Tkns-=1
False
dieFace=="Star"
True
pot+=1
p1Tkns-=1
False
Output
dieFace" "

Switch Case

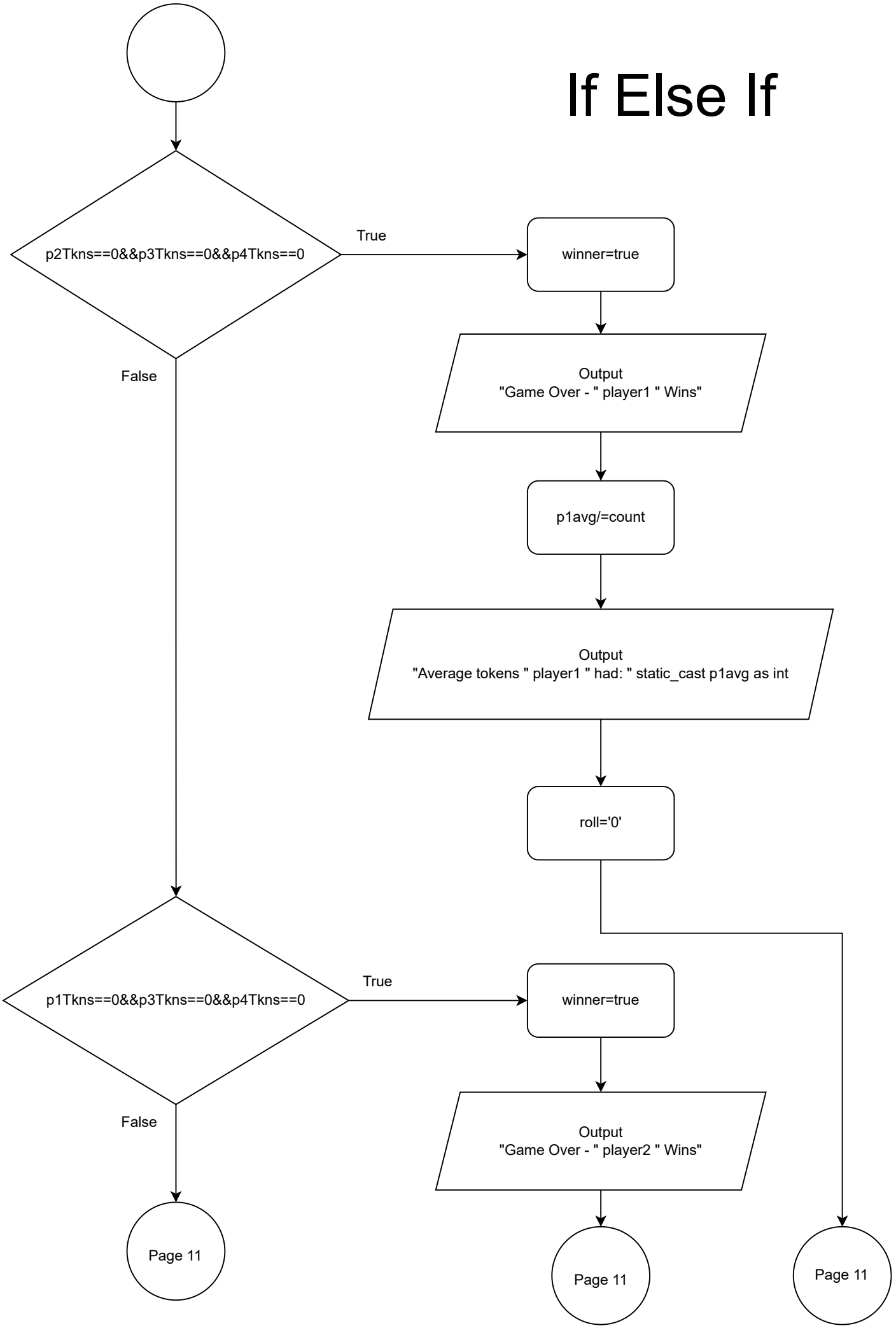

die123=rand()%6+1
die123==1
True
dieFace = "Left"
False
die123==2
True
dieFace = "Right"
False
die123==3
True
dieFace = "Star"
False
die123==4
True
False
die123==5
True
False
die123==6
True
dieFace = "Dot"
False
Output
"Error"

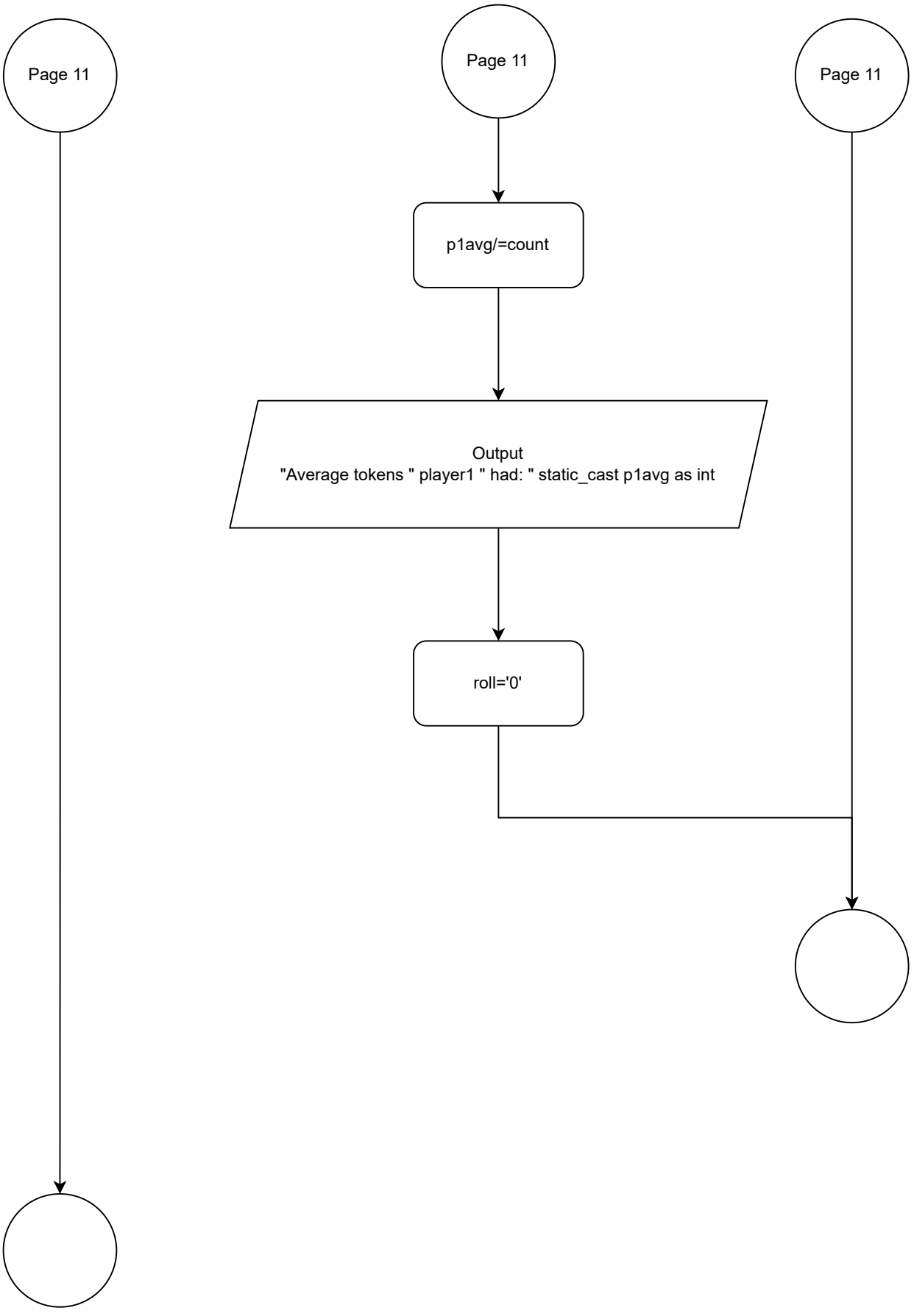
Do While Loop



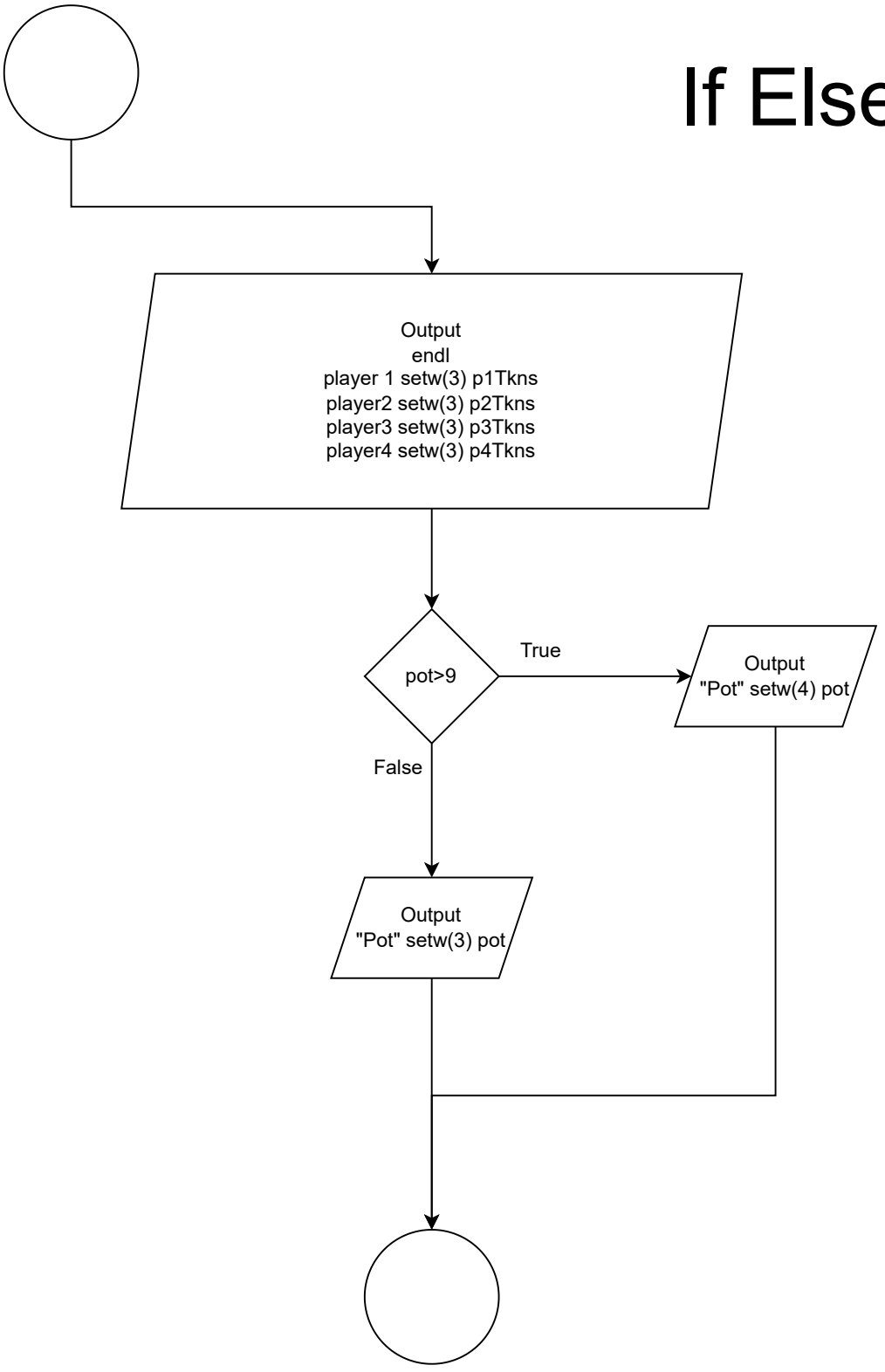

Page 9
Page 9
dieFace=="Left"
True
p3Tkns+=1
p2Tkns-=1
False
dieFace=="Right"
True
p1Tkns+=1
p2Tkns-=1
False
dieFace=="Star"
True
pot+=1
p2Tkns-=1
False
Output
dieFace" "
loop++
loop<=2
True
False

If Else If


p2Tkns==0&&p3Tkns==0&&p4Tkns==0
True
winner=true
Output
"Game Over - " player1 " Wins"
p1avg/=count
Output
"Average tokens " player1 " had: " static_cast p1avg as int
roll='0'
False
p1Tkns==0&&p3Tkns==0&&p4Tkns==0
True
winner=true
Output
"Game Over - " player2 " Wins"
False
Page 11
Page 11
Page 11


Page 11
Page 11
Page 11
p1avg/=count
Output
"Average tokens " player1 " had: " static_cast p1avg as int
roll='0'

If Else


Output
endl
player 1 setw(3) p1Tkns
player2 setw(3) p2Tkns
player3 setw(3) p3Tkns
player4 setw(3) p4Tkns
pot>9
True
Output
"Pot" setw(4) pot
False
Output
"Pot" setw(3) pot