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COSC 220

Home Work #10

Pseudocode

Read fighter options from file

Choose fighter 1

Read fighter options from file2

Choose fighter 2

If fighter =1 and fighter 2 = 1

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

If fighter =1 and fighter 2 = 2

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

If fighter =1 and fighter 2 = 3

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

If fighter =1 and fighter 2 = 4

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

If fighter =1 and fighter 2 = 5

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

If fighter =1 and fighter 2 = 6

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

If fighter =1 and fighter 2 = 7

Reapeat 7 times

assign Random number to strength for fighter 1

assign random number to speed of fighter 1

assign random number to the agility of fighter 1

assign Random number to strength for fighter 2

assign random number to speed of fighter 2

assign random number to the agility of fighter 2

Add strength, speed and agility for each fighter

If sum of power of fighter 1 is greater than fighter 2, Output you are the winner

Otherwise, output you lose.

If sum is equal then output that match is a draw.

After Running 7 times

Write to file total matches that user won, total matches that were lost, and total draws

Steps are repeated for each player 1 fighter