

Comments  
Name  
Date Purpose

**System Libraries**  
iostream  
ctime  
cstdlib  
fstream  
iomanip  
string  
cmath

**User Libraries**  
none

**Global Constants**  
PERCENT = 100.0f

**Function Prototypes**  
char rollDie(int);  
void fileDsp(ofstream &,int [],int [],int,int,int,int);  
void scrnDsp(int [],int [],int,int,int,int,int);  
void crpGame(int [],int [],int,int &,int &,int &);







