```
                              ┌───────────┐
                             (    start    )
                              └─────┬─────┘
                                    │
                                    ▼
                          ┌──────────────────┐
                          │  create random   │◄──────────────┐
                          │     number       │               │
                          └────────┬─────────┘               │
                                   │                          │
                                   ▼                          │
                          ╱──────────────────╲                │
                          ╲  enter user's name ╱               │
                           ╲──────────────────╱                │
                                   │                          │
                                   ▼                          │
                    ╱──────────────────────────╲              │
                    ╲        enter a number     ╱◄────────────┤
                     ╲──────────────────────────╱             │
                                   │                          │
                                   ▼                          │
                             ◇───────────◇         false   ┌──────────────────┐
                            ◇ compare number ◇────────────►│ enter new number │
                            ◇ to random number◇            └──────────────────┘
                             ◇───────────◇
                                   │
                                   ▼
                          ┌──────────────────┐
                          │ Load previous    │
                          │ player data from │
                          │ file             │
                          └────────┬─────────┘
                                   │
                                   ▼
                  ┌──────────────────┐          ┌──────────────────────┐
                  │ arrange user's   │─────────►│ Add user's data to   │
                  │ data to previous │          │ file                 │
                  │ data base on     │          └──────────────────────┘
                  │ total guesses    │
                  └────────┬─────────┘
                           │
                           ▼
                      ◇───────────◇       no
                     ◇ print record ?◇──────────┐
                      ◇───────────◇             │
                           │                     │
                          yes                     │
                           ▼                     │
                  ┌──────────────────┐
                  │  print record    │
                  └──────────────────┘
```

yes

play again

no

end

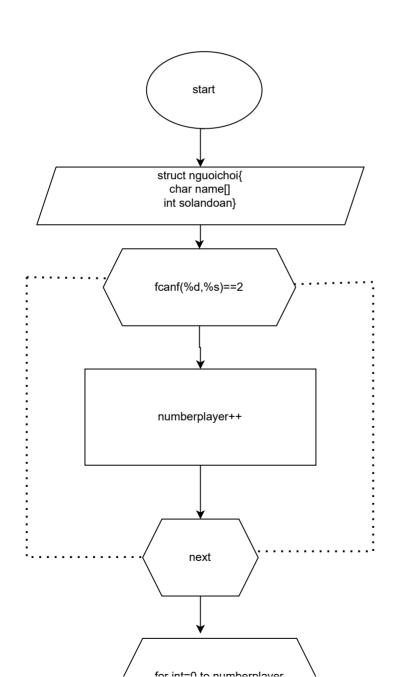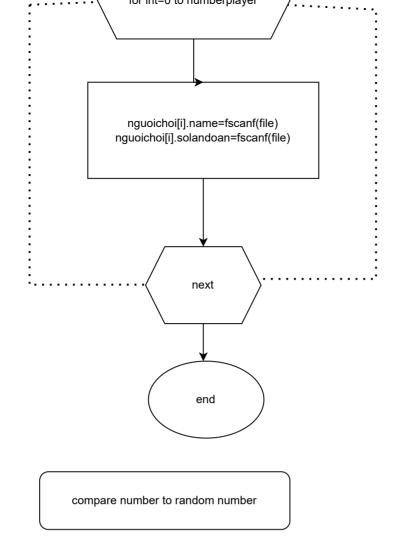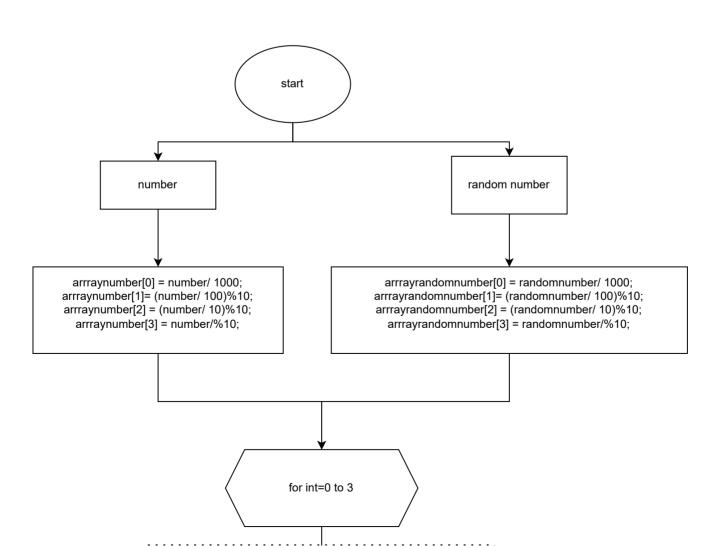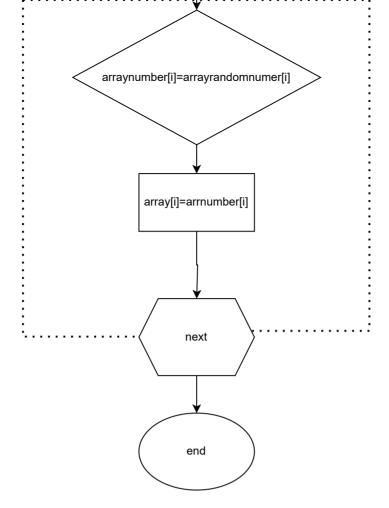add previous player's data from file

start

struct nguoichoi{
char name[]
int solandoan}

fcanf(%d,%s)==2

numberplayer++

next

for int=0 to numberplayer

for int=0 to numberplayer

nguoichoi[i].name=fscanf(file)
nguoichoi[i].solandoan=fscanf(file)

next

end

compare number to random number

start

number

random number

arrraynumber[0] = number/ 1000;
arrraynumber[1]= (number/ 100)%10;
arrraynumber[2] = (number/ 10)%10;
arrraynumber[3] = number/%10;

arrrayrandomnumber[0] = randomnumber/ 1000;
arrrayrandomnumber[1]= (randomnumber/ 100)%10;
arrrayrandomnumber[2] = (randomnumber/ 10)%10;
arrrayrandomnumber[3] = randomnumber/%10;

for int=0 to 3

```
                    arraynumber[i]=arrayrandomnumer[i]

                    array[i]=arrnumber[i]

                    next

                    end


                    arrange


                    start

                    int i=0 to numberplayer

                    int j=0 to numberplayer-i-1

                    playerarray[j].solandoan >
                    playerarray[j + 1].solandoan

                    swap playerarray[j], &
                    playerarray[j + 1]
```

next

next

end