

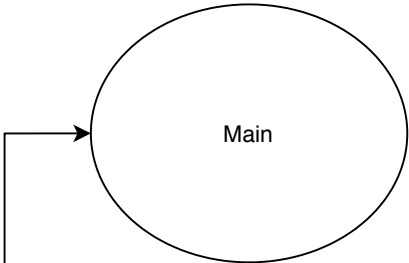
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Purpose: Project 2 -Simulate a Craps Game. Implement arrays

System Libraries:
iostream
ctime
cstdlib
fstream
iomanip
string
cmath
Under Standard Namespace

User Libraries:
None

Global Constants:
Percent

Function Prototypes:
rollDie, filedsp, scrnDsp,
crpGame



Declare Variables:
nGames, mxThrw
numThrw, lmGames, SIZE,
win[size], losses[size]

File Input & Output:
inName= GameInfo.dat
outName[]=GameStats.dat

