

Author, date,
purpose

System Libraries
I/O
Time
cstdlib
File stream
I/o manipulation
String
Math

User Libraries
None

Global Constants
PERCENT = 100.0f

Function Prototypes
rollDie
filesDsp
scrnDsp
crpGame

main

Declare Variables
nGames
mxThrw, numThrw, lmGames
const SIZE
wins[SIZE]
losses[SIZE]
inName
outName

A

A

Input from GameInfo.dat
output to GameStates.dat

Declare Variable
beg

crpGame

Decalre and Initalize
out of loop
gmThrw
sum1

sum1 = 7,11

True

wins[sum1]

False

sum1 = 2,3,12

True

losses[sum1]

False

C

C

Declare out of loop
thrwAgn = True

Declare Variable
sum2

True

thrwAgn = true?

False

D

losses[sum1] ++
thrwAgn = False

wins[sum1] ++
thrwAgn = False

True

False

True

False

sum2 == 7

sum2 == sum1

True

game <= nGames

False

Declare Variable
end

E

numThrw += gmThrw

mxThrw < gmThrw

