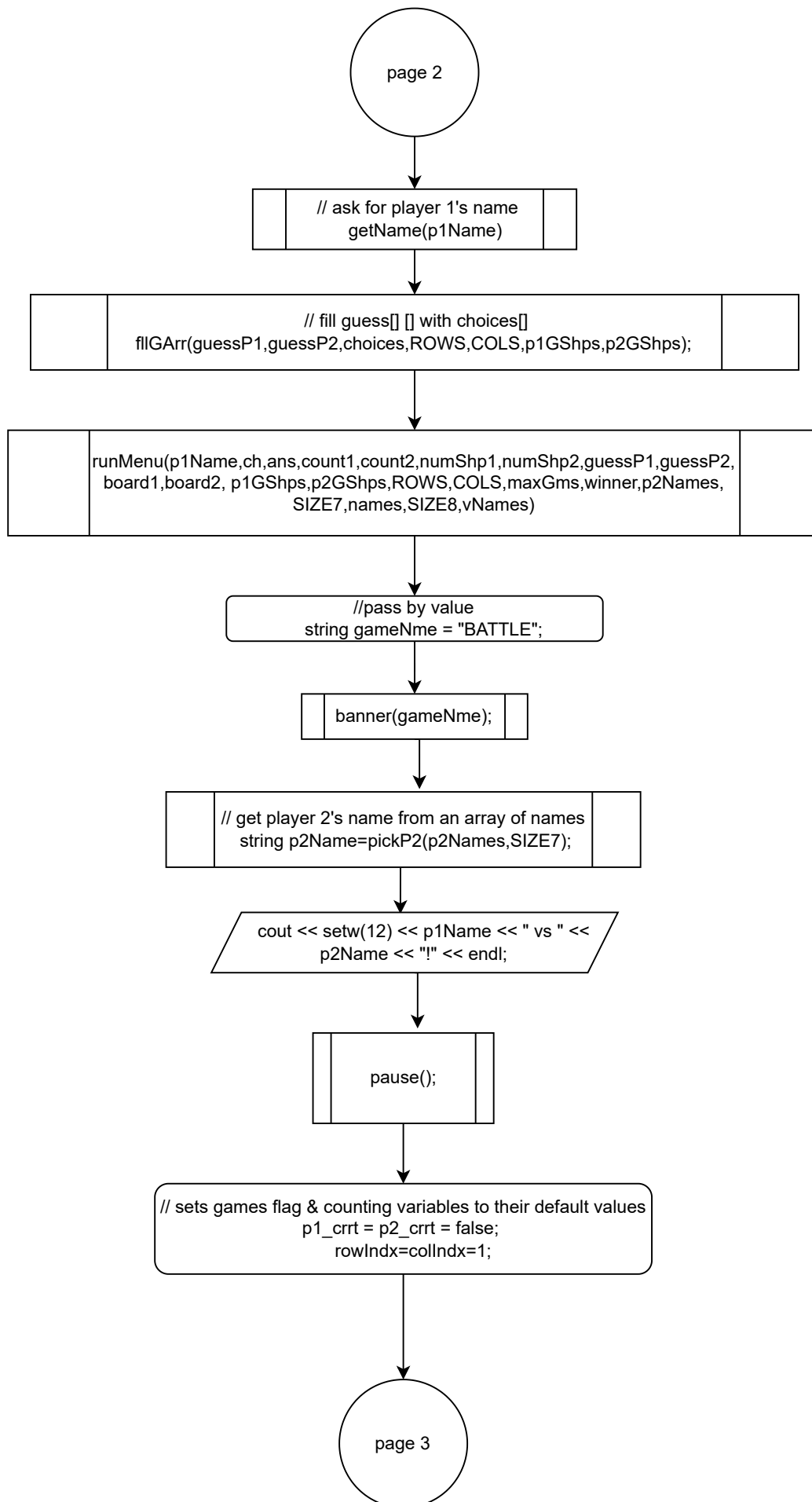
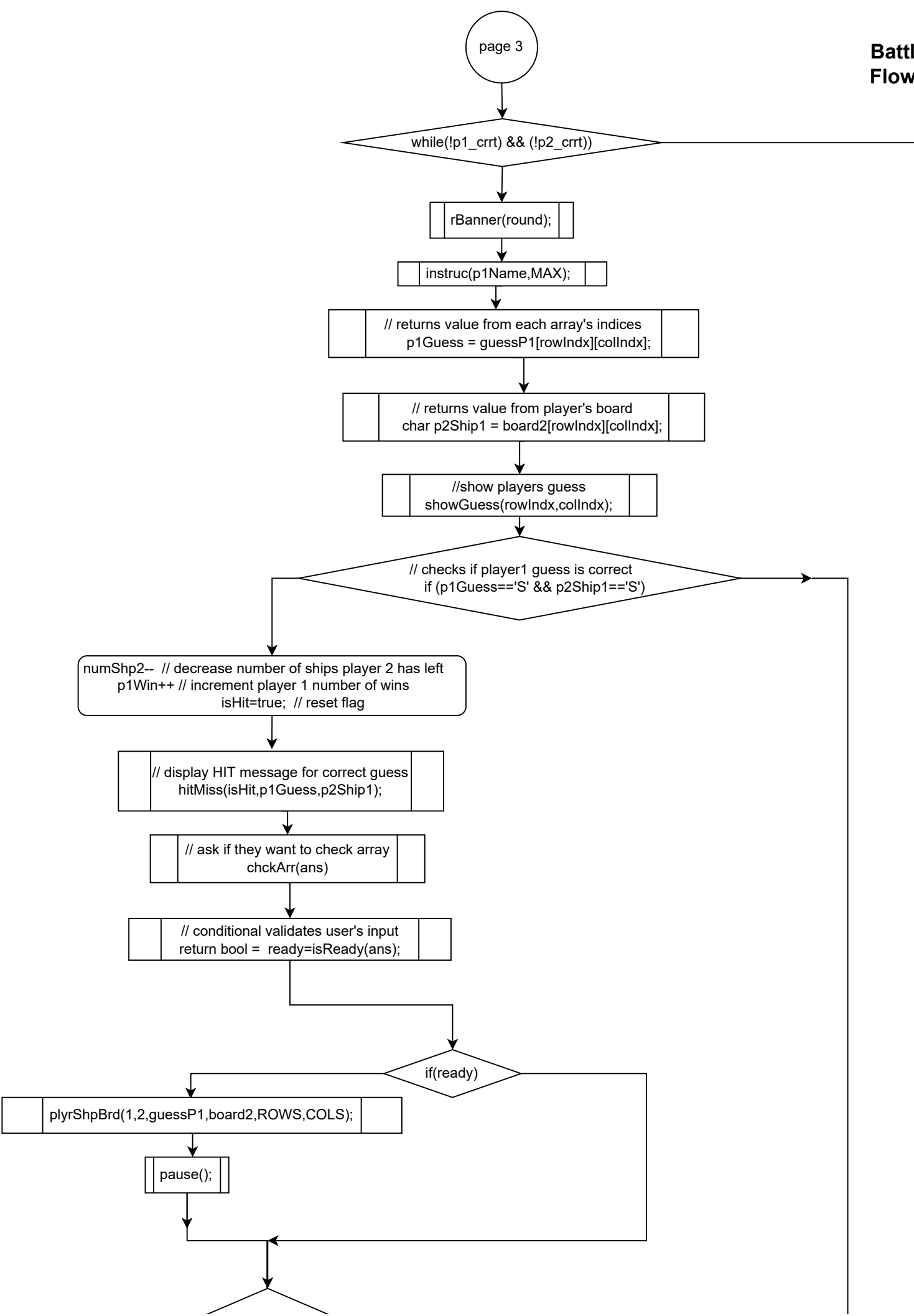
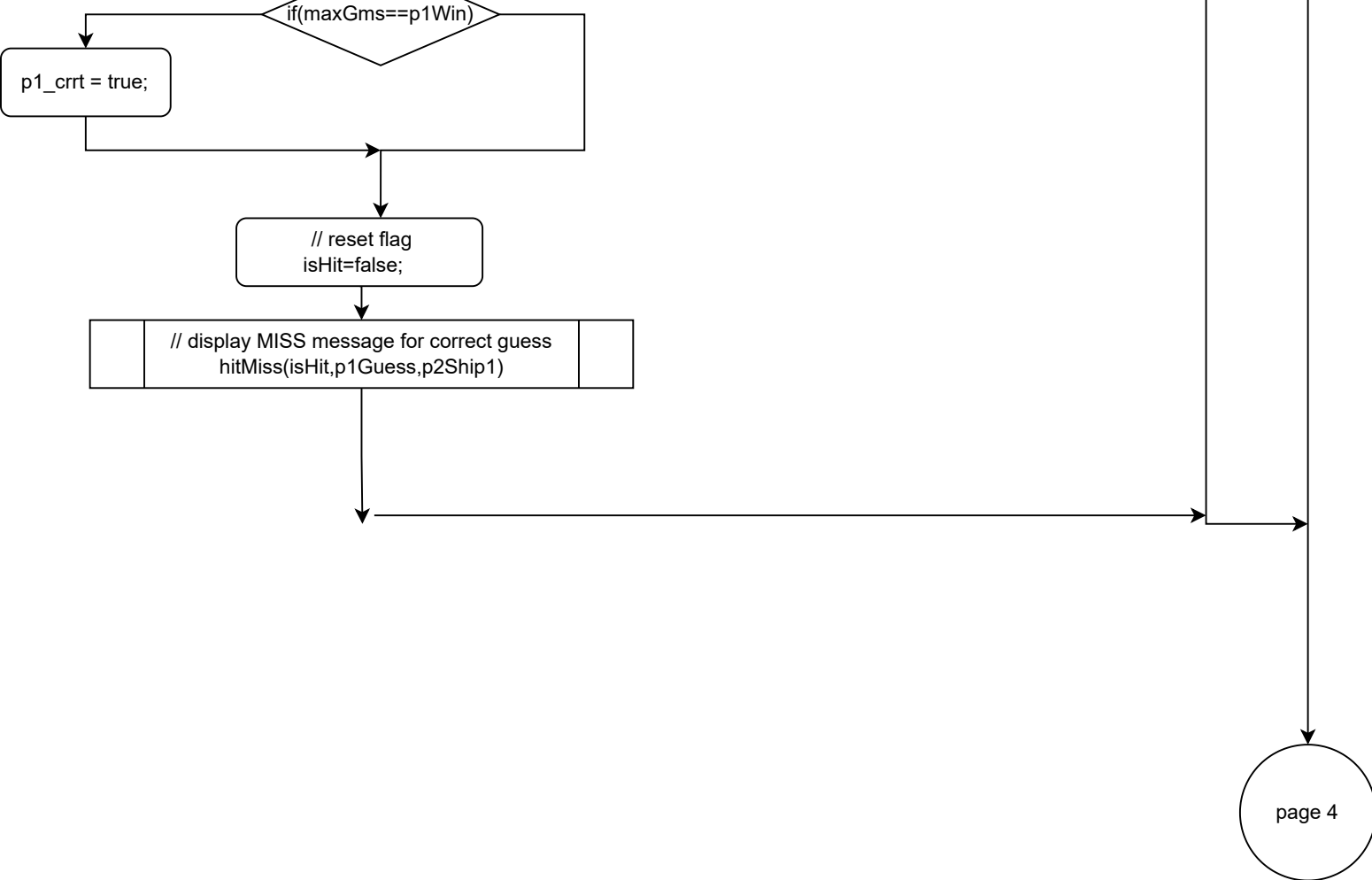


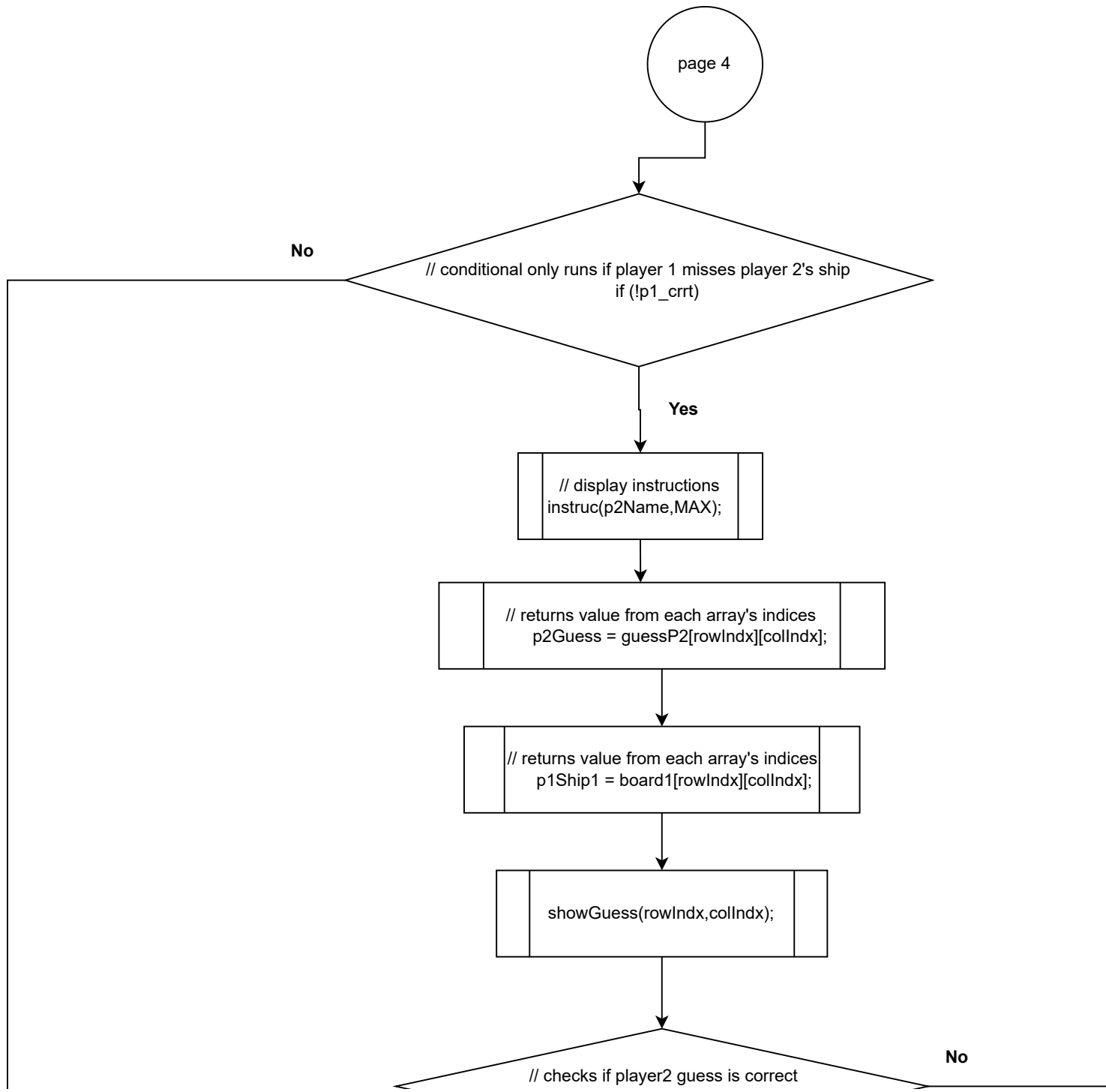
Battleship FlowChart

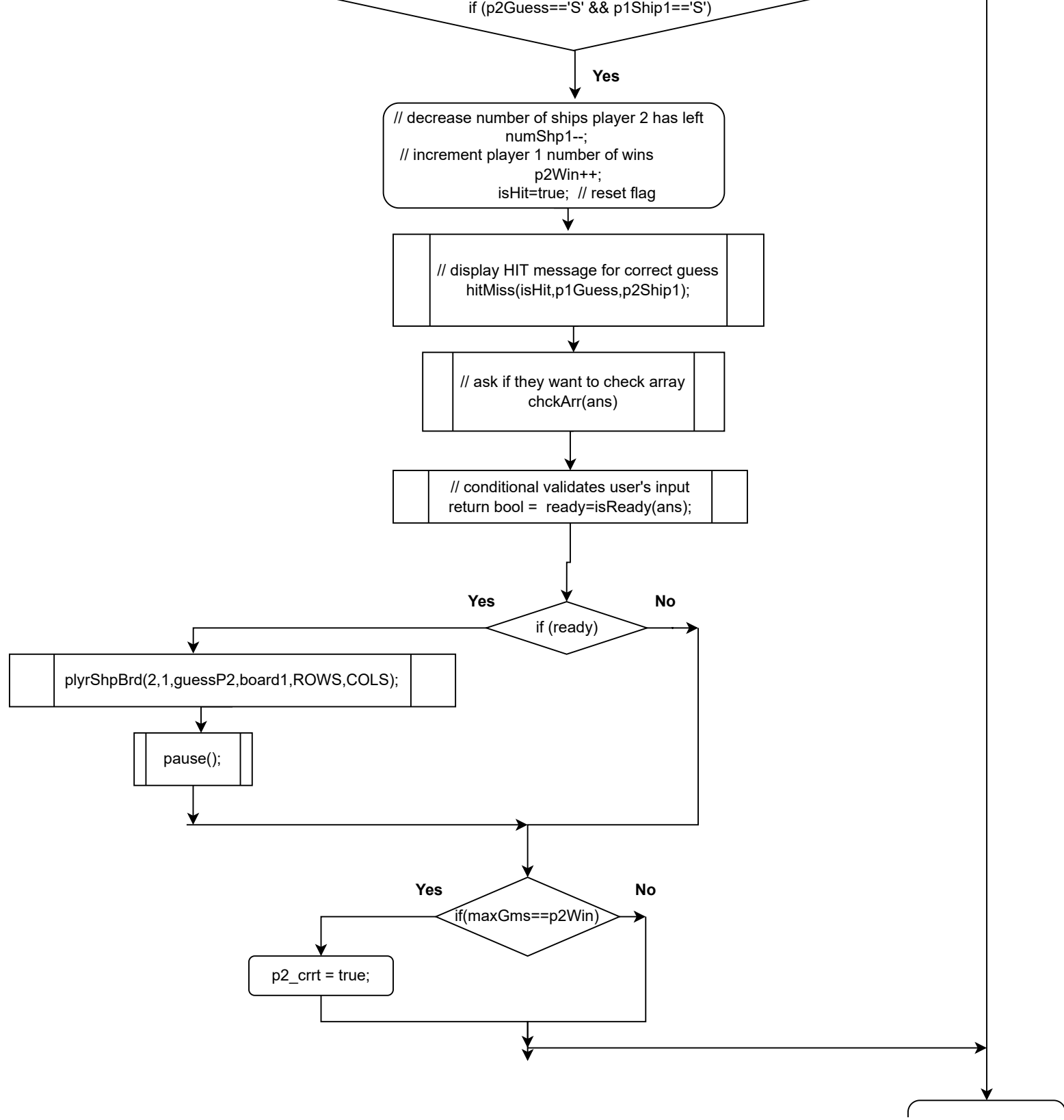


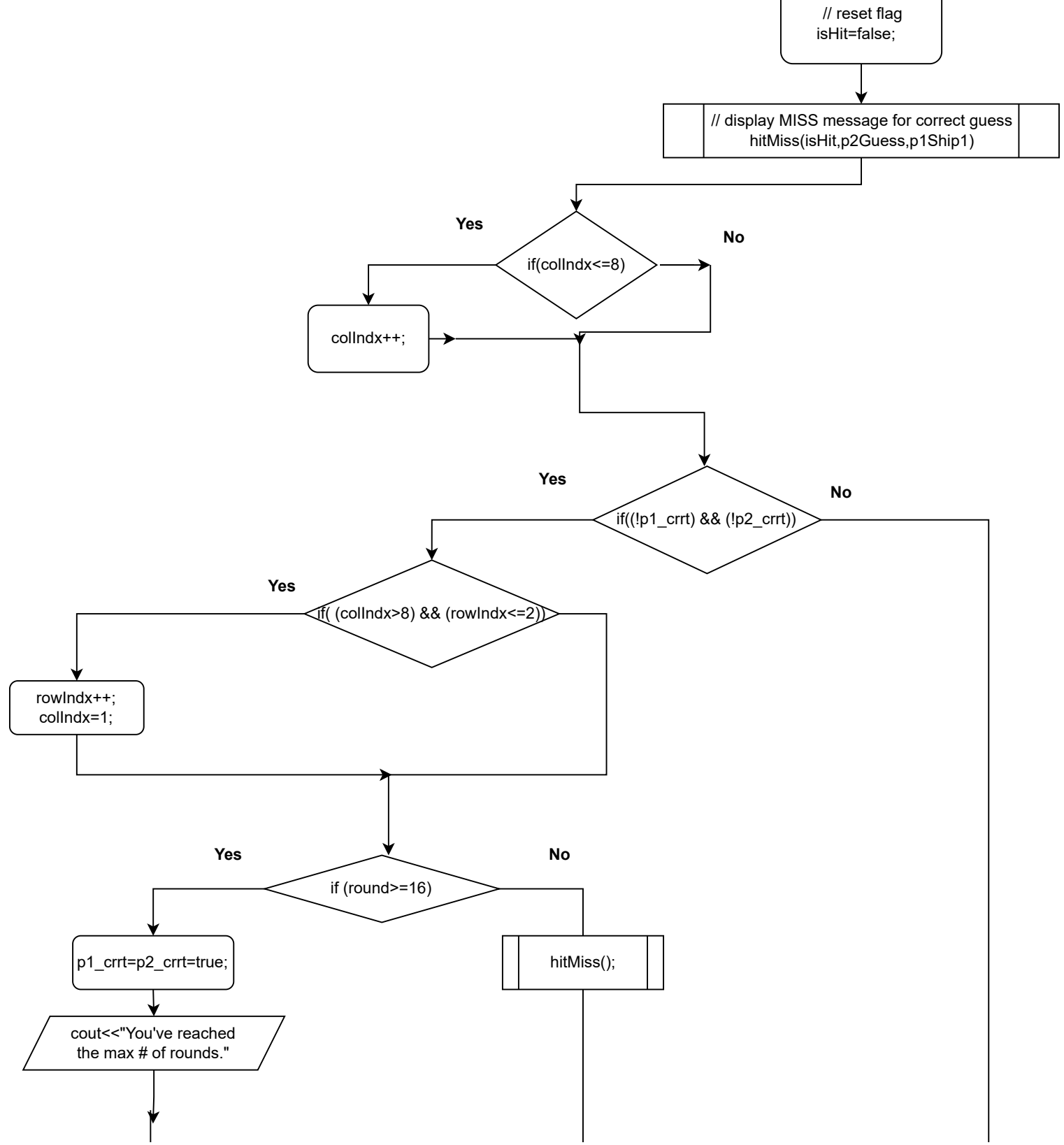


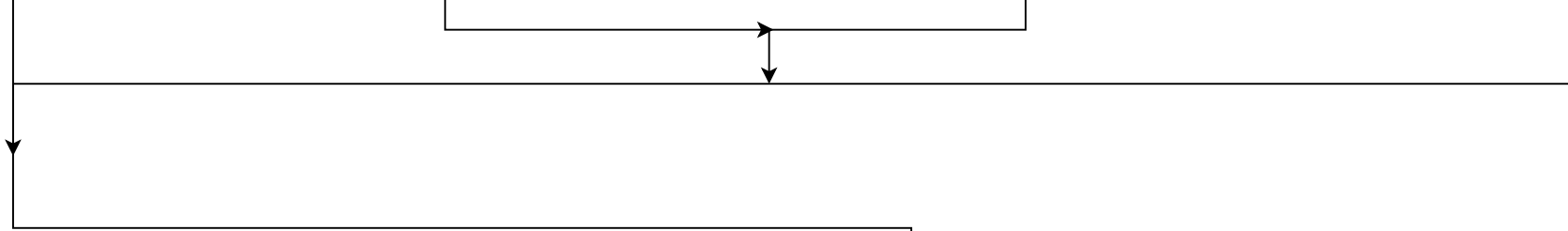


Battleship FlowChart









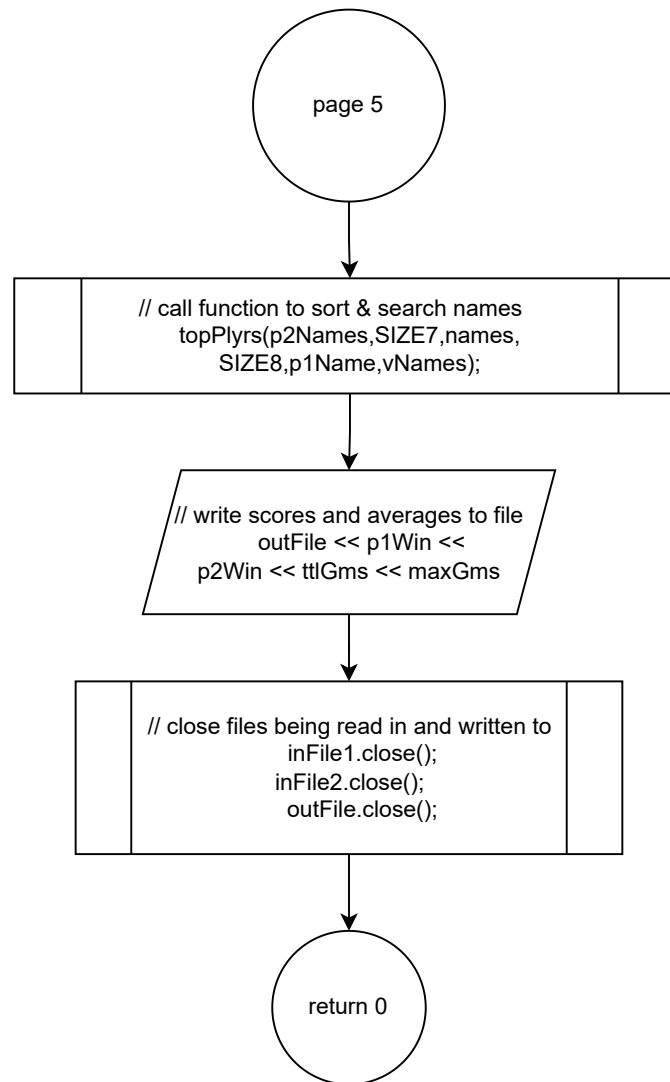
```
// calculate total number of games won & number rounds played
ttlGmes = p1Win+p2Win;
ttlRnds += round; // sums the total number of rounds from all games
avgRnds = static_cast<float>(ttlRnds)/ttlGmes;
```

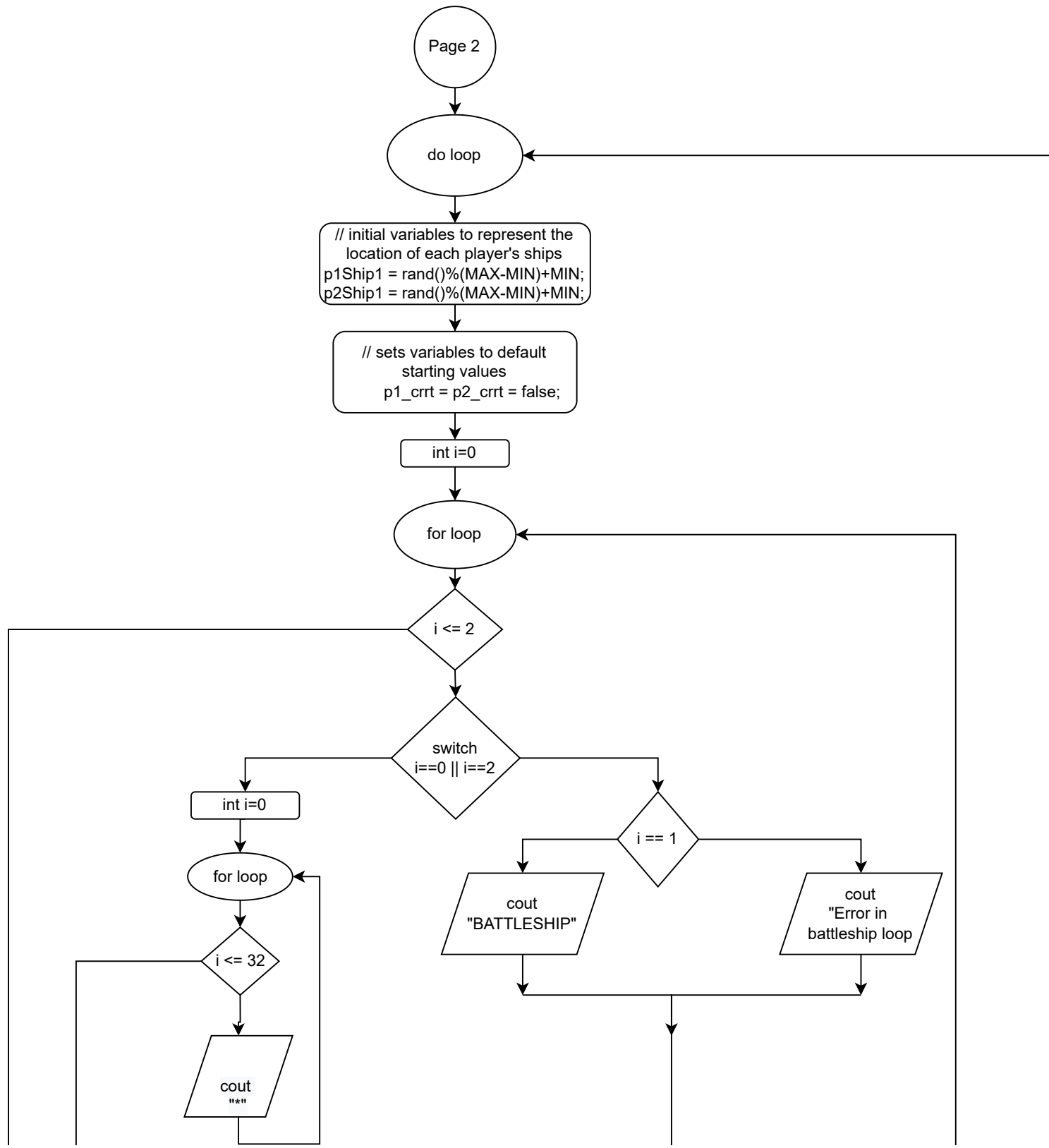
```
// call function to display both player's scores
sBanner("SCOREBOARD", p1Name, p2Name,
p1Win, p2Win);
```

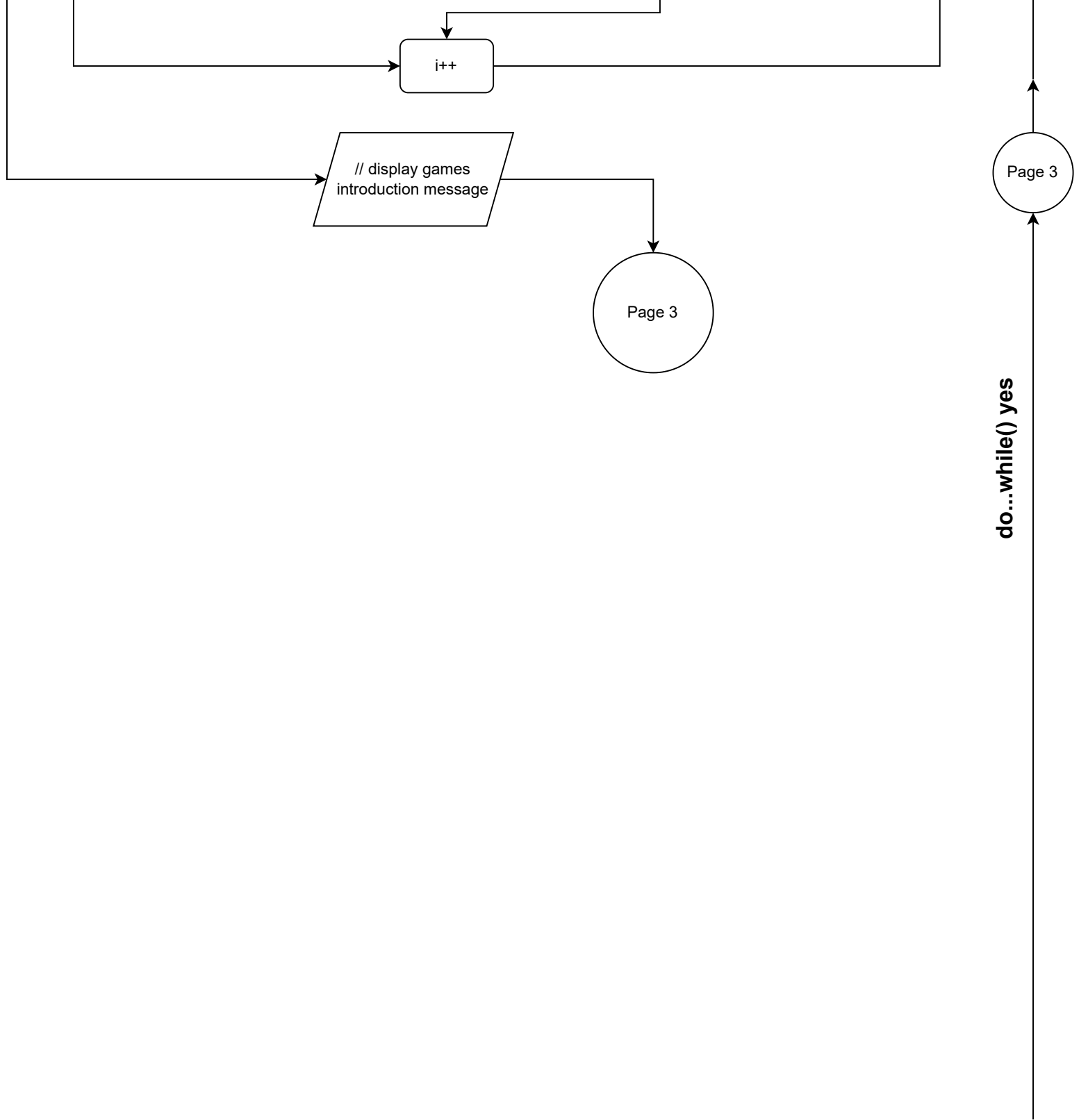
```
// call function to display both player's scores
scoresMsg(ttlGmes, ttlRnds, avgRnds);
```

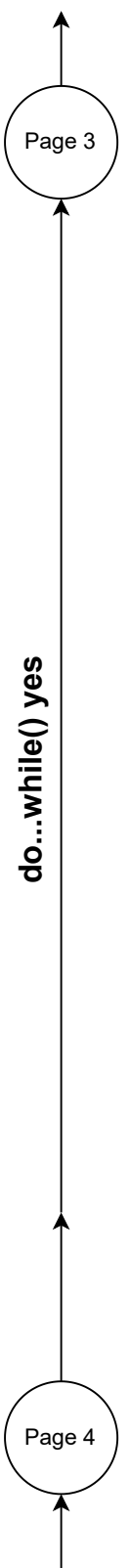
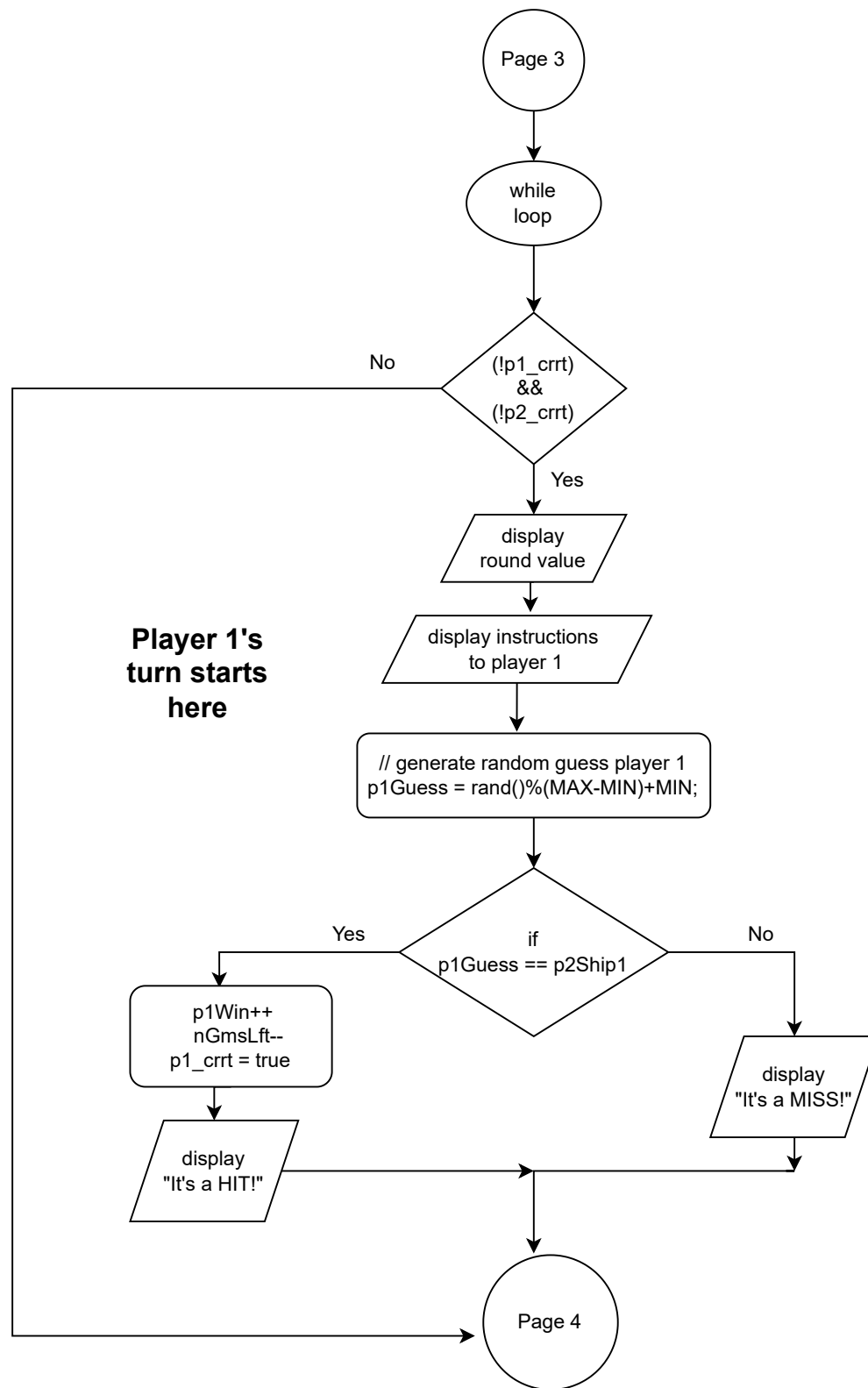
```
pause();
```


Battleship FlowChart

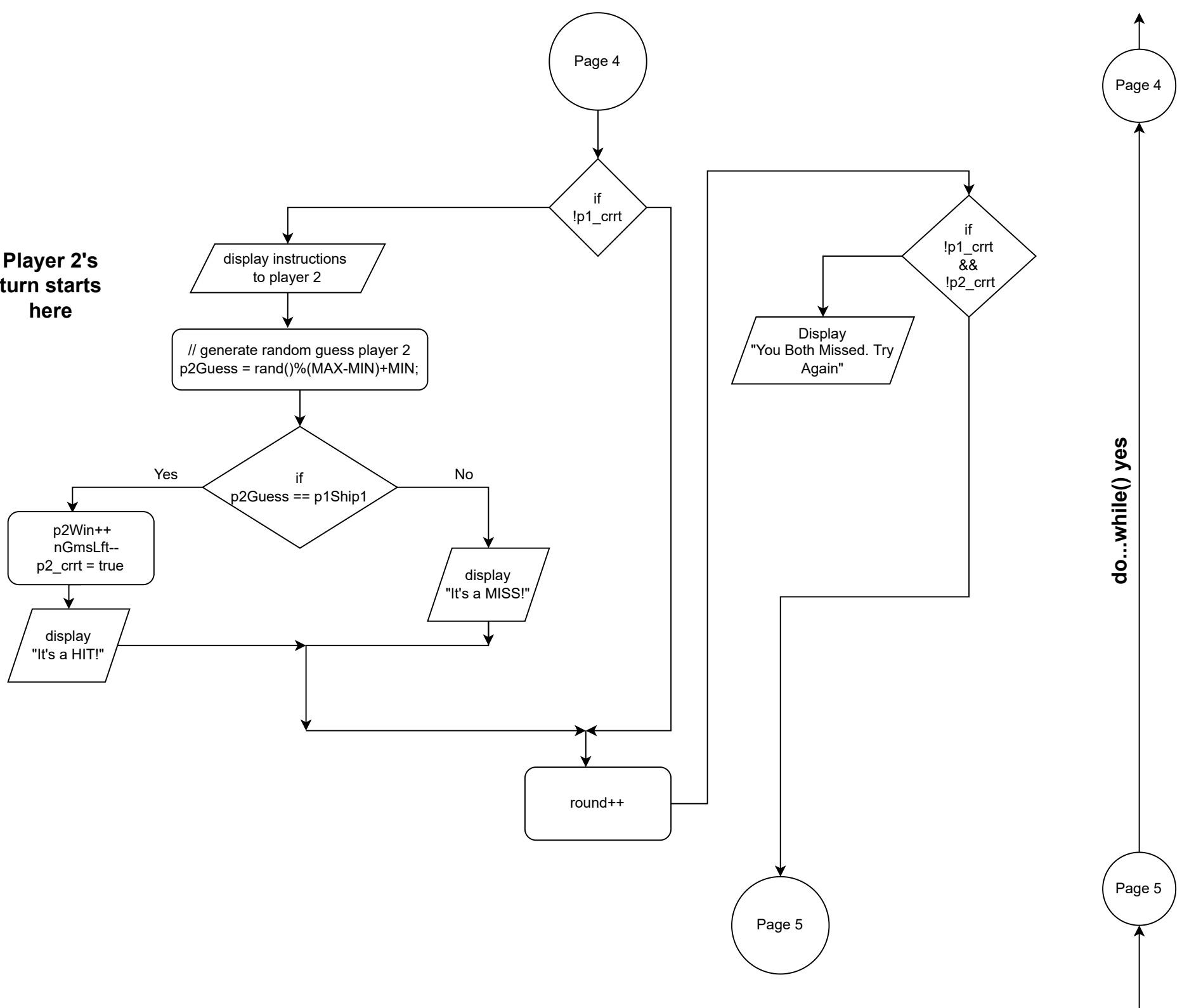




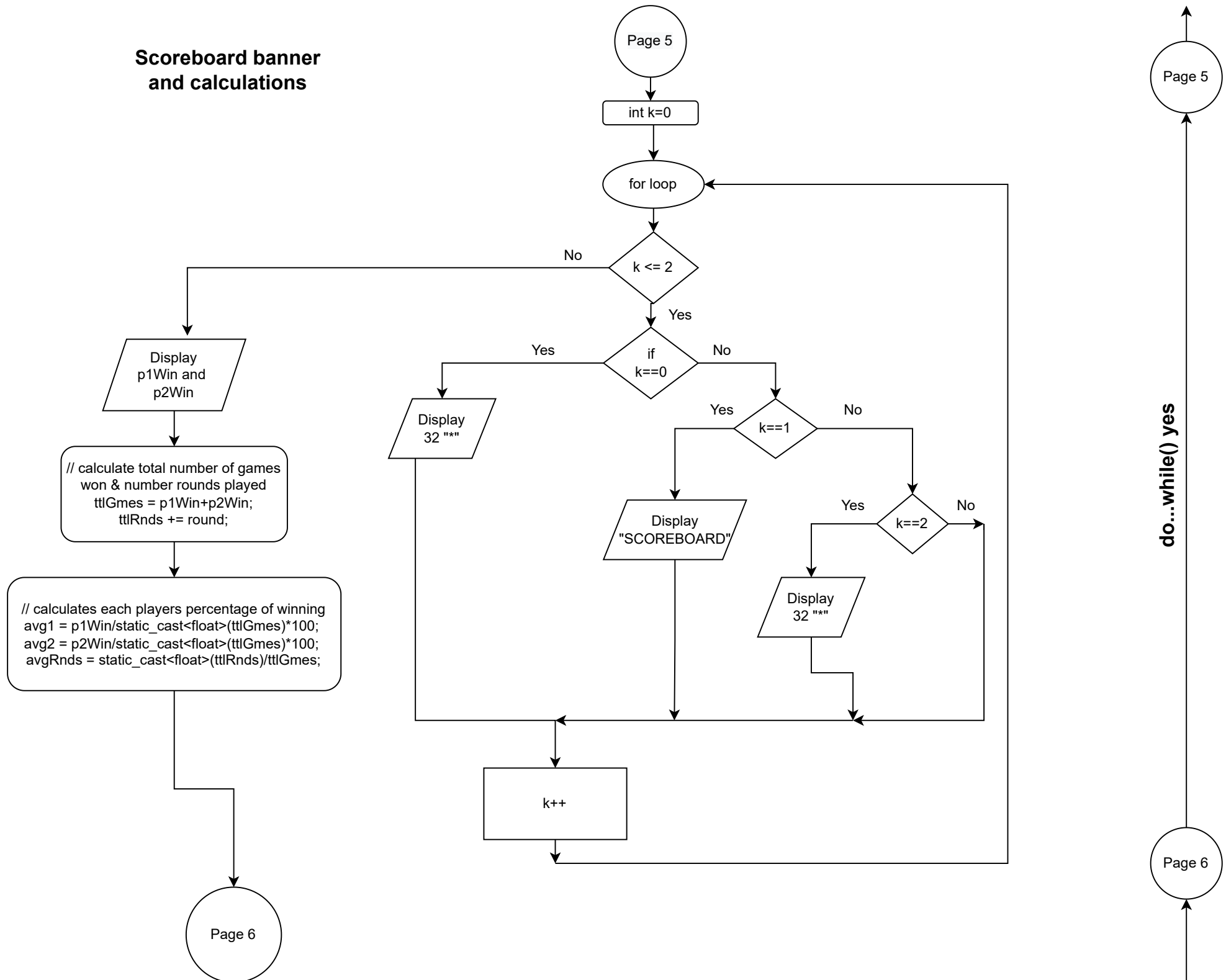




**Player 2's
turn starts
here**



Scoreboard banner and calculations



Wrapping up the do...while loop

