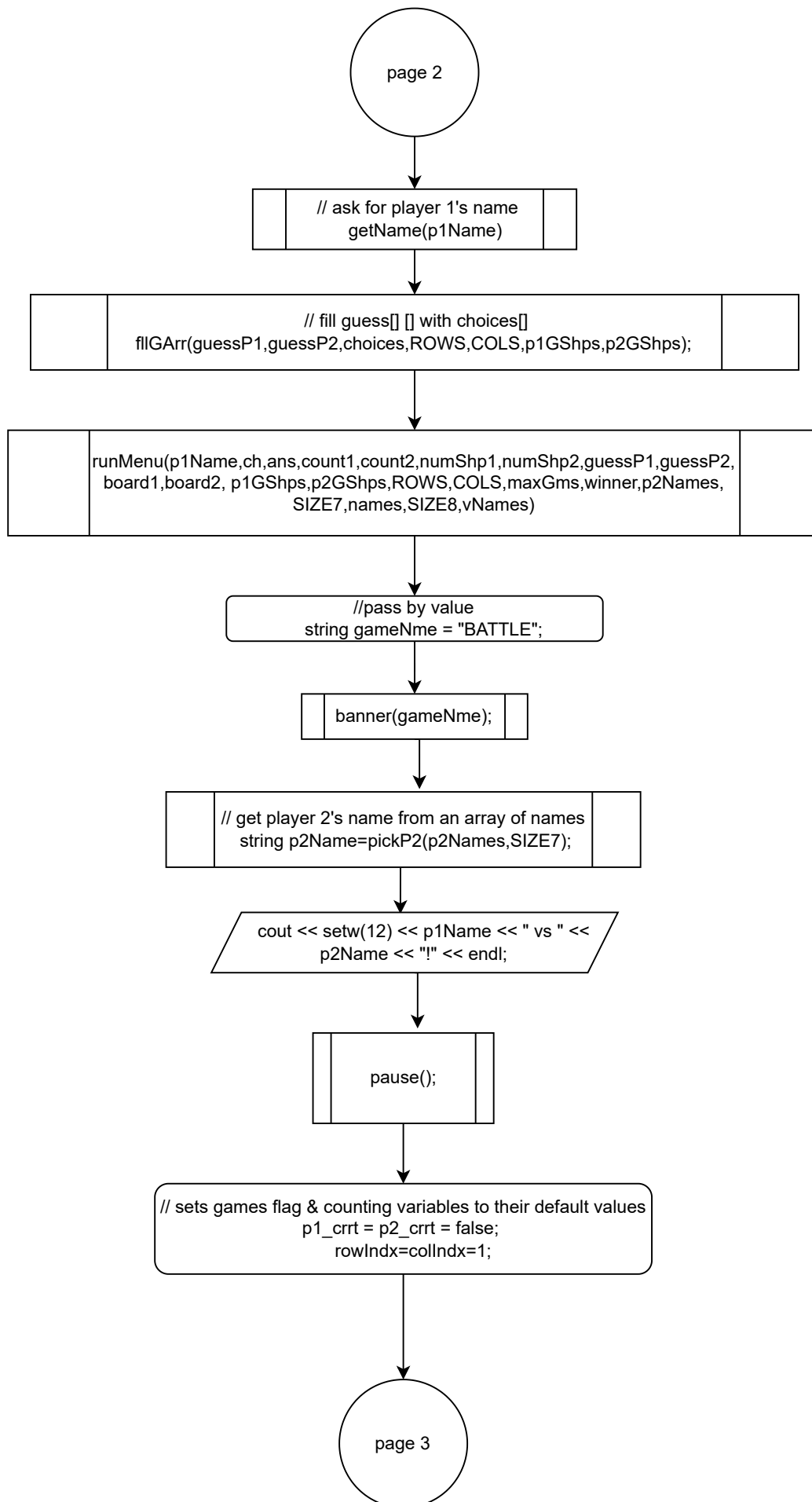
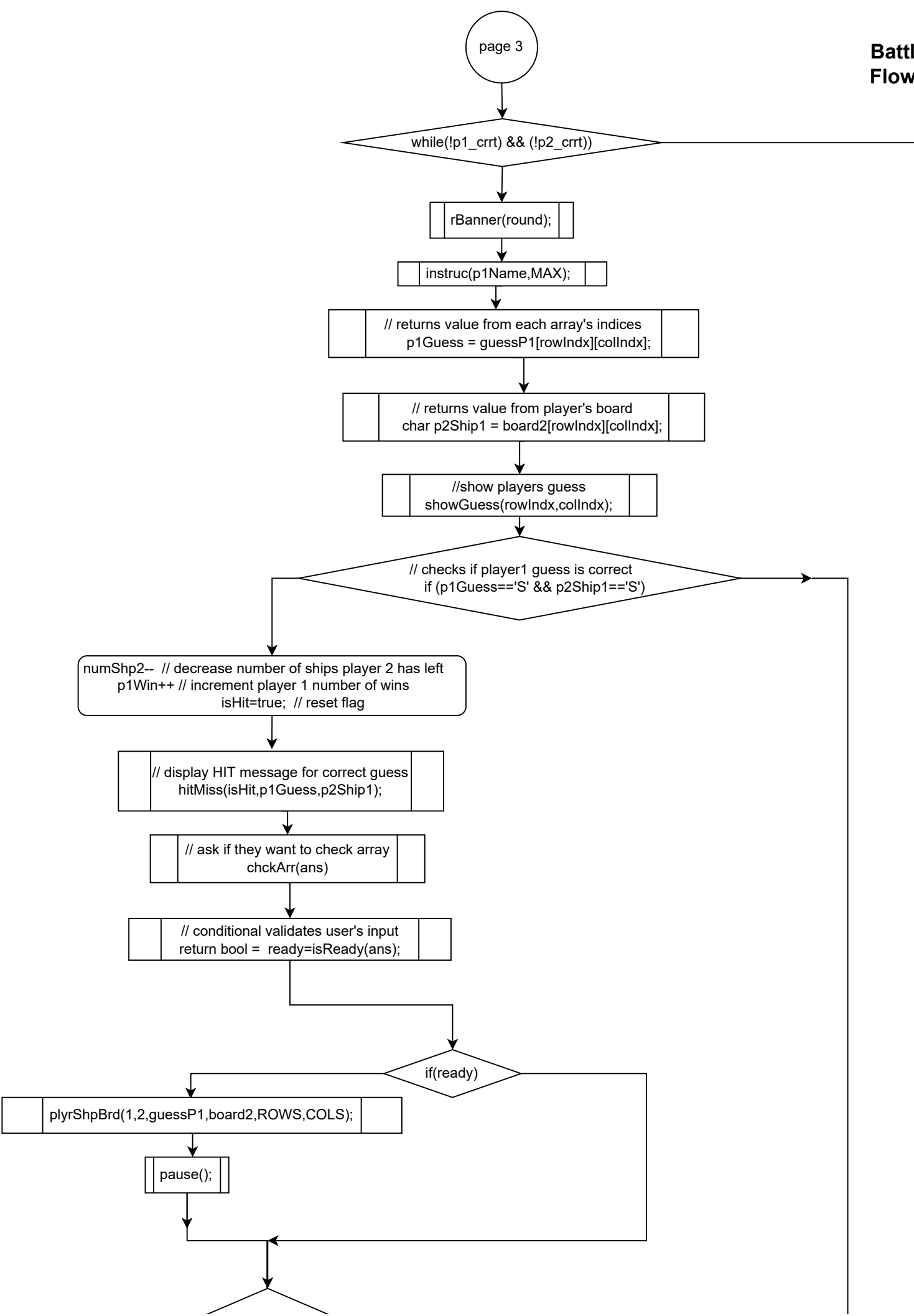
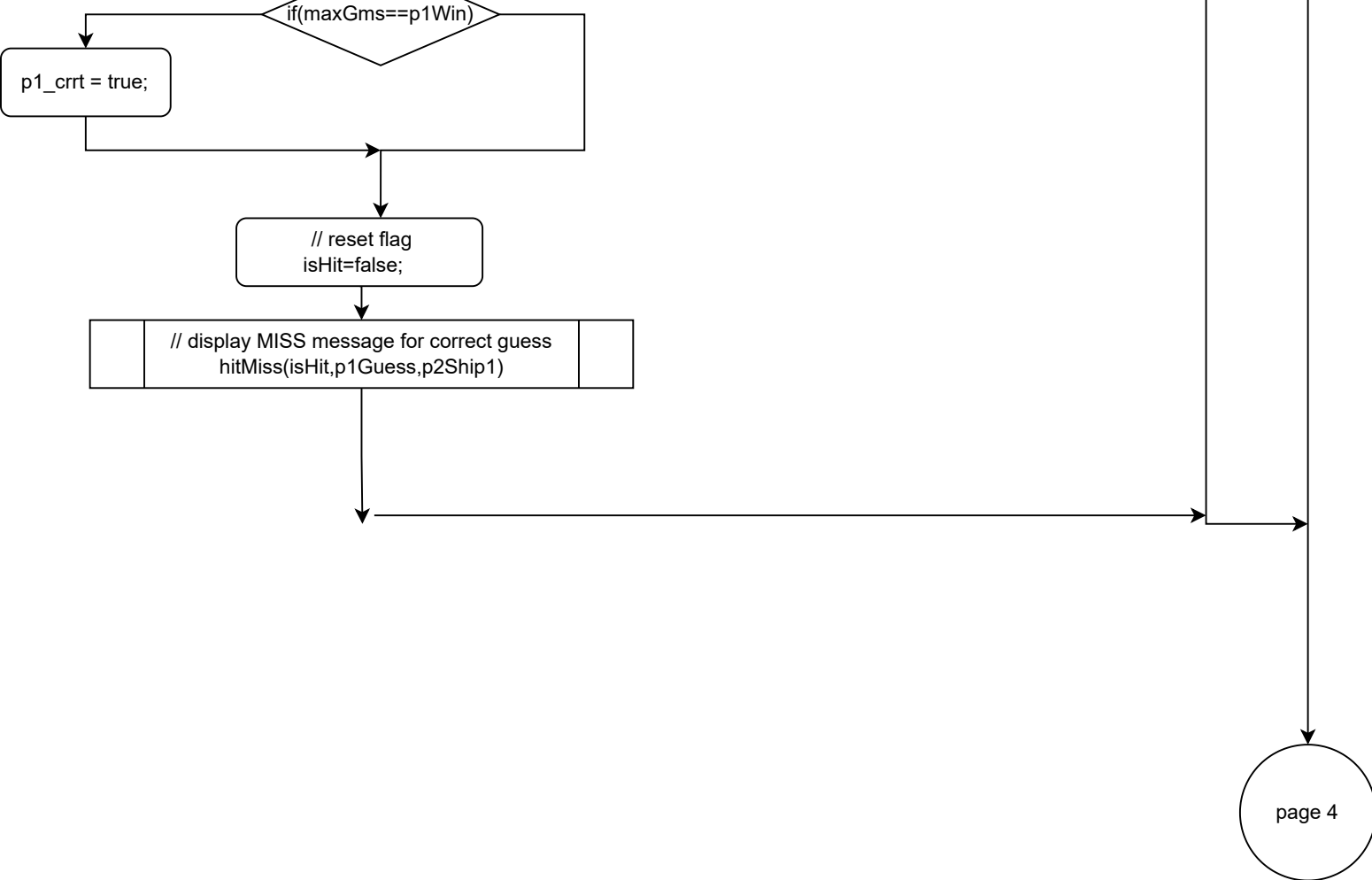


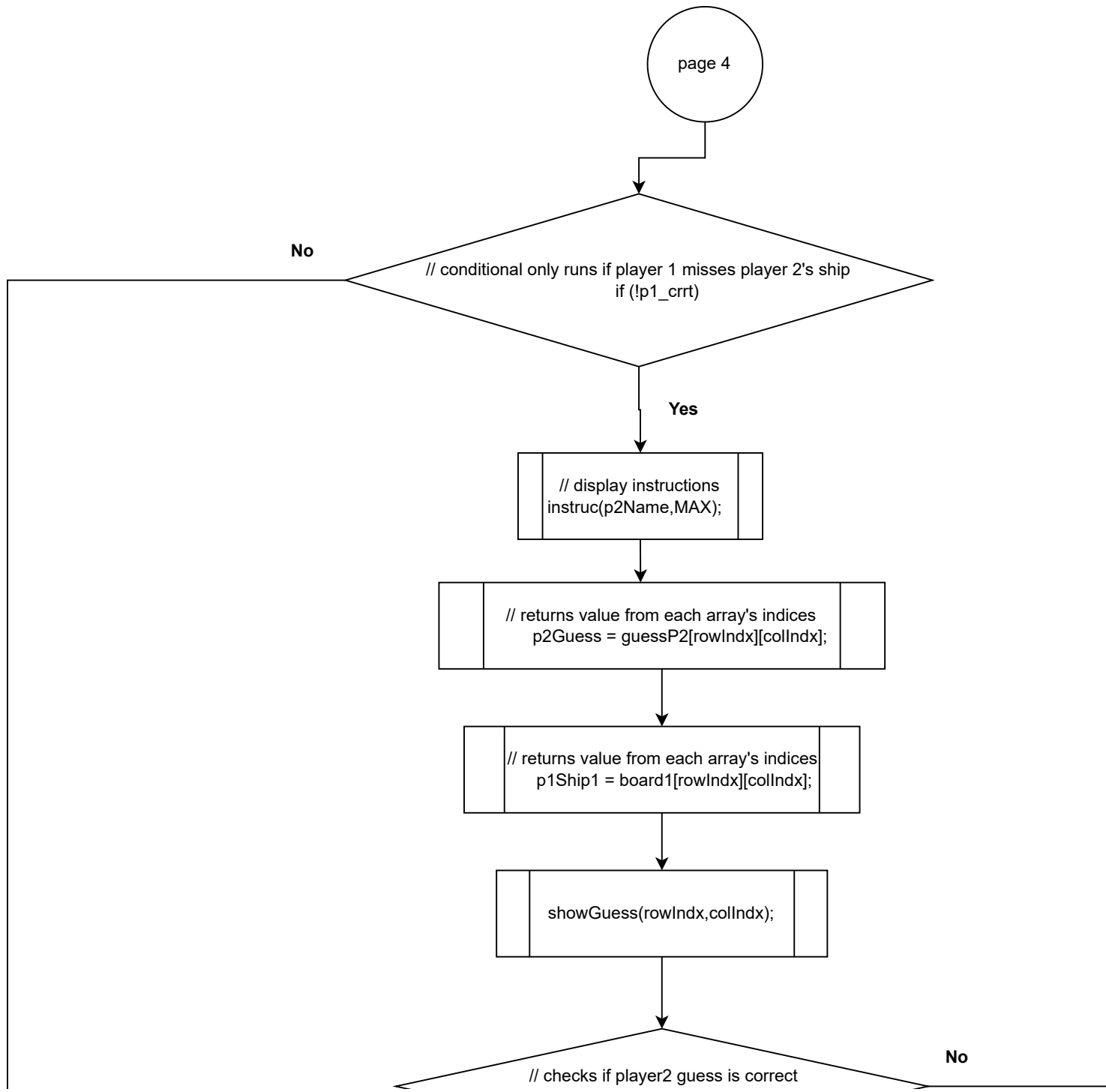
Battleship FlowChart

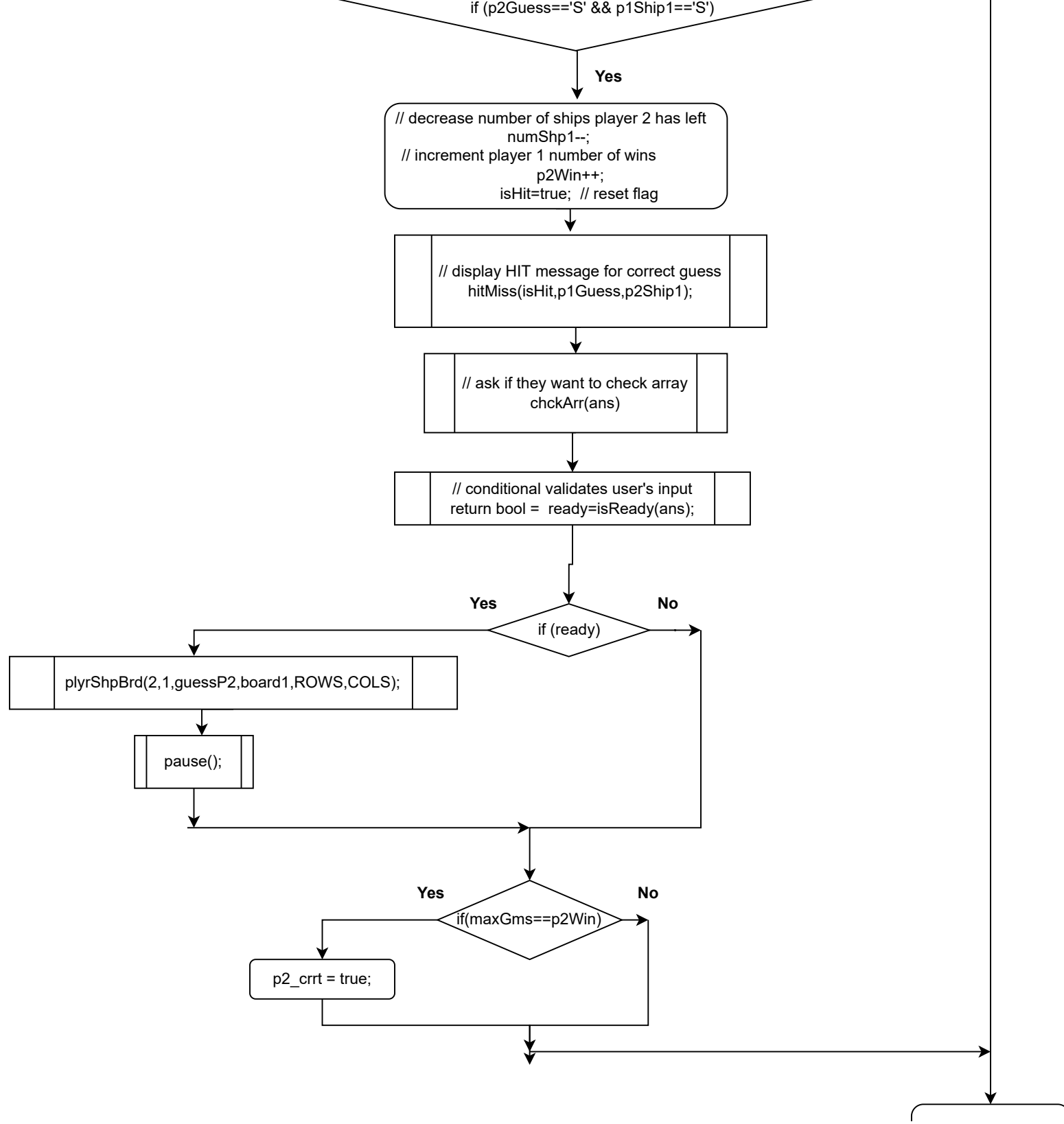


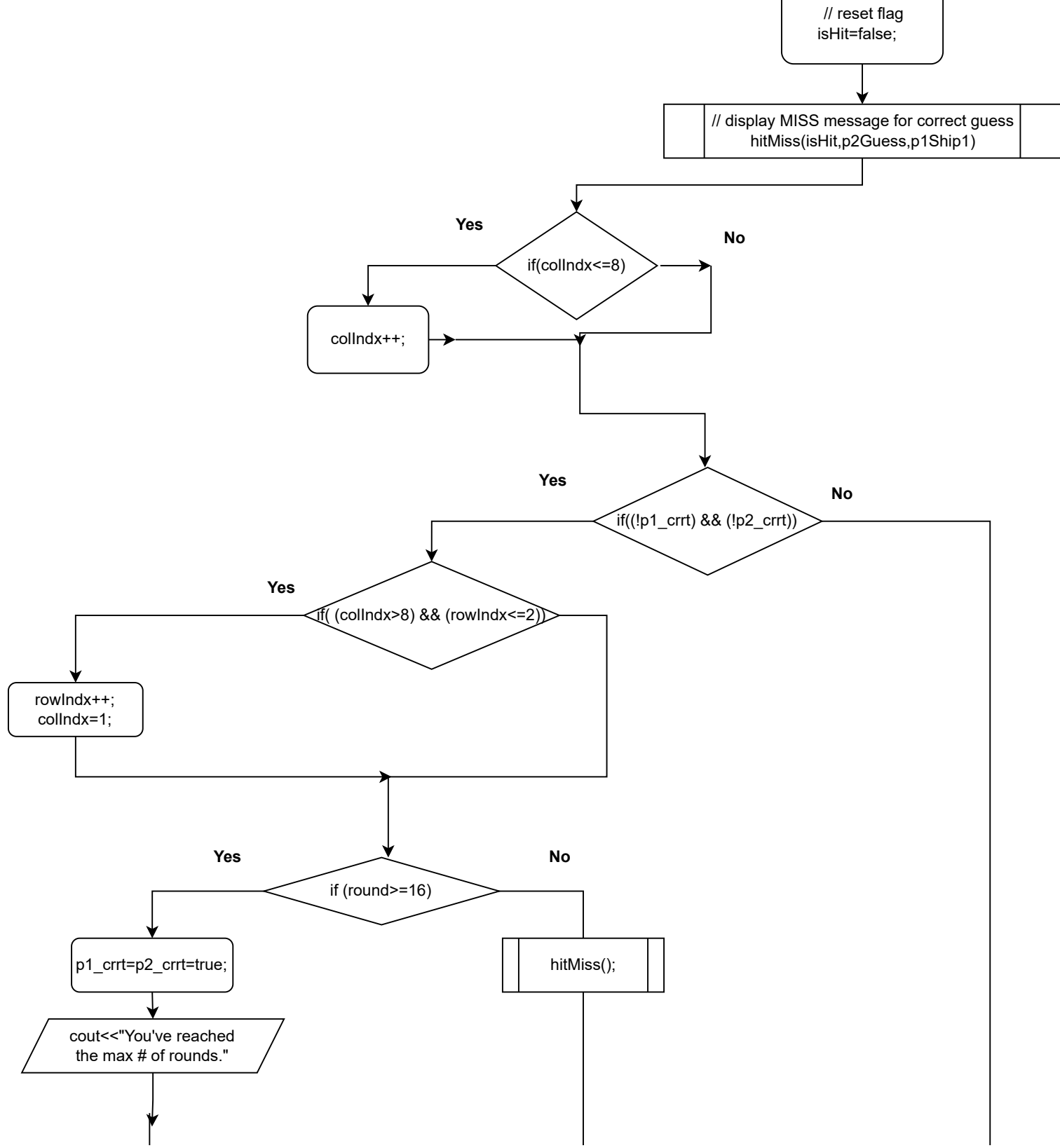


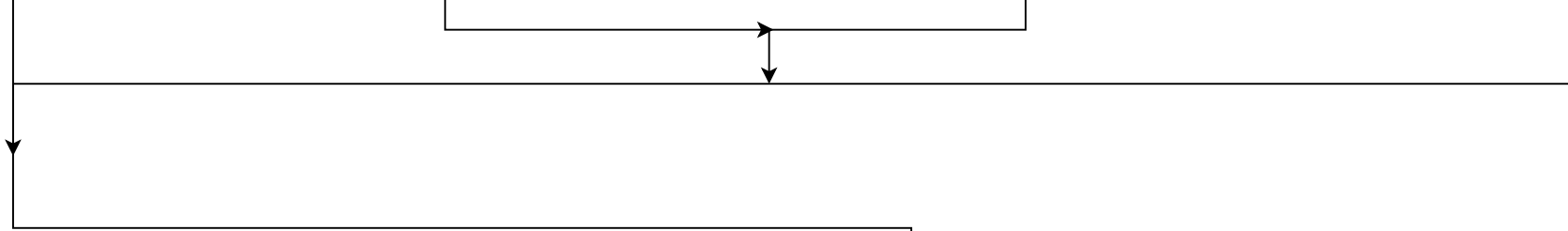


Battleship FlowChart









```
// 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

