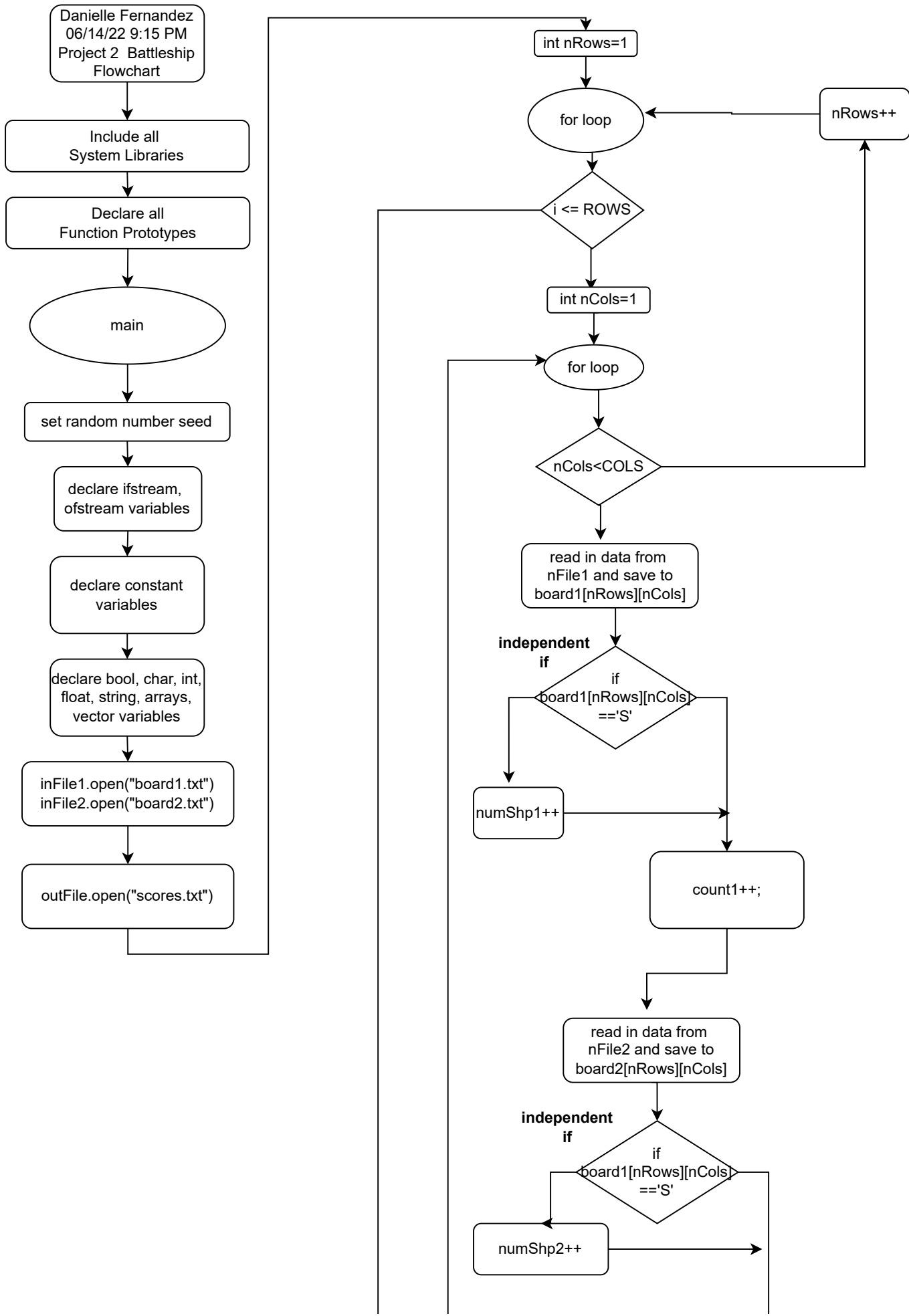
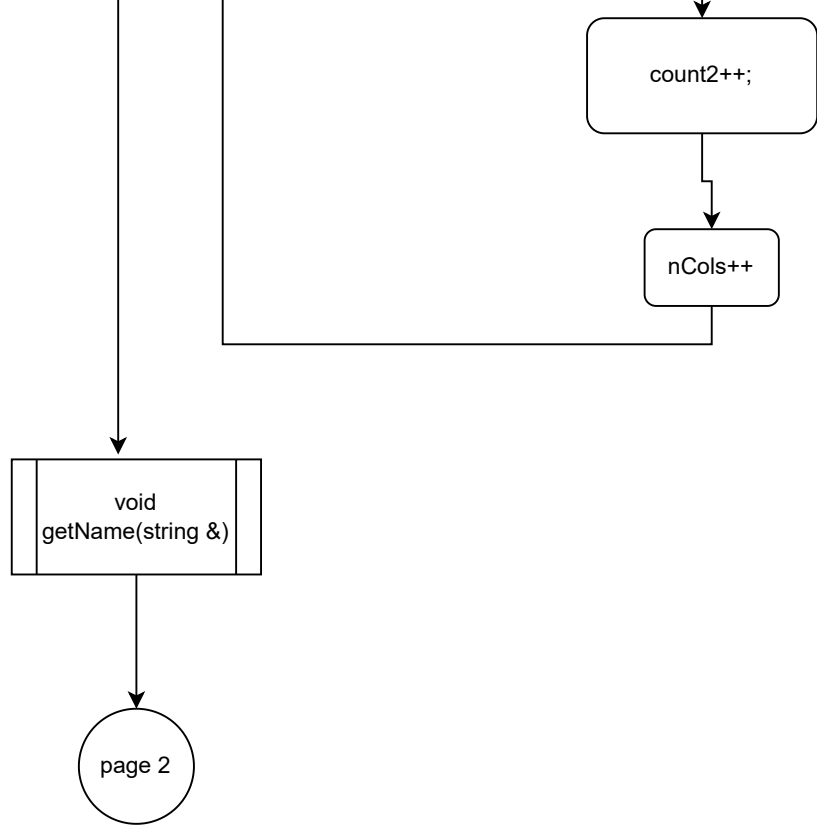
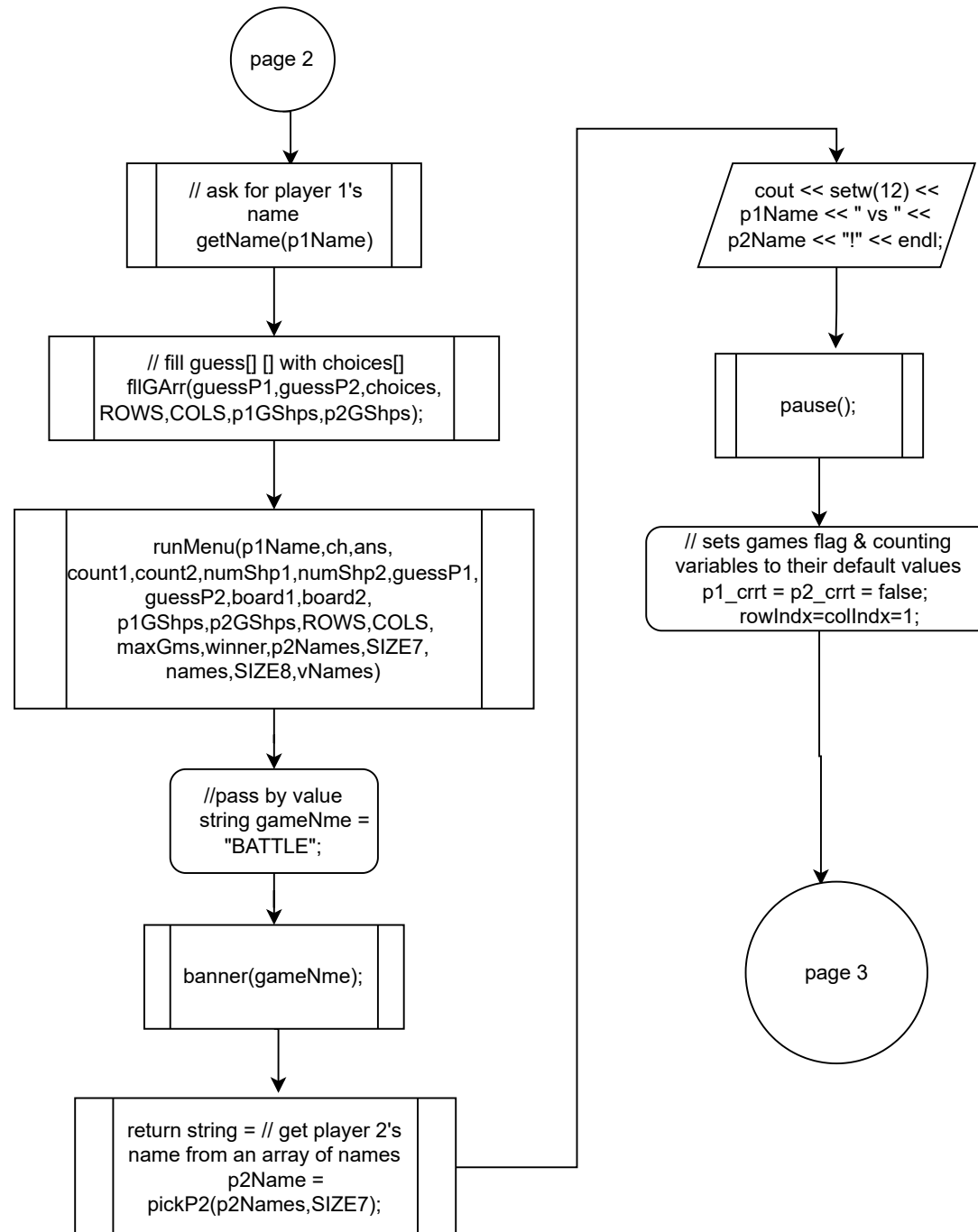


Battleship FlowChart

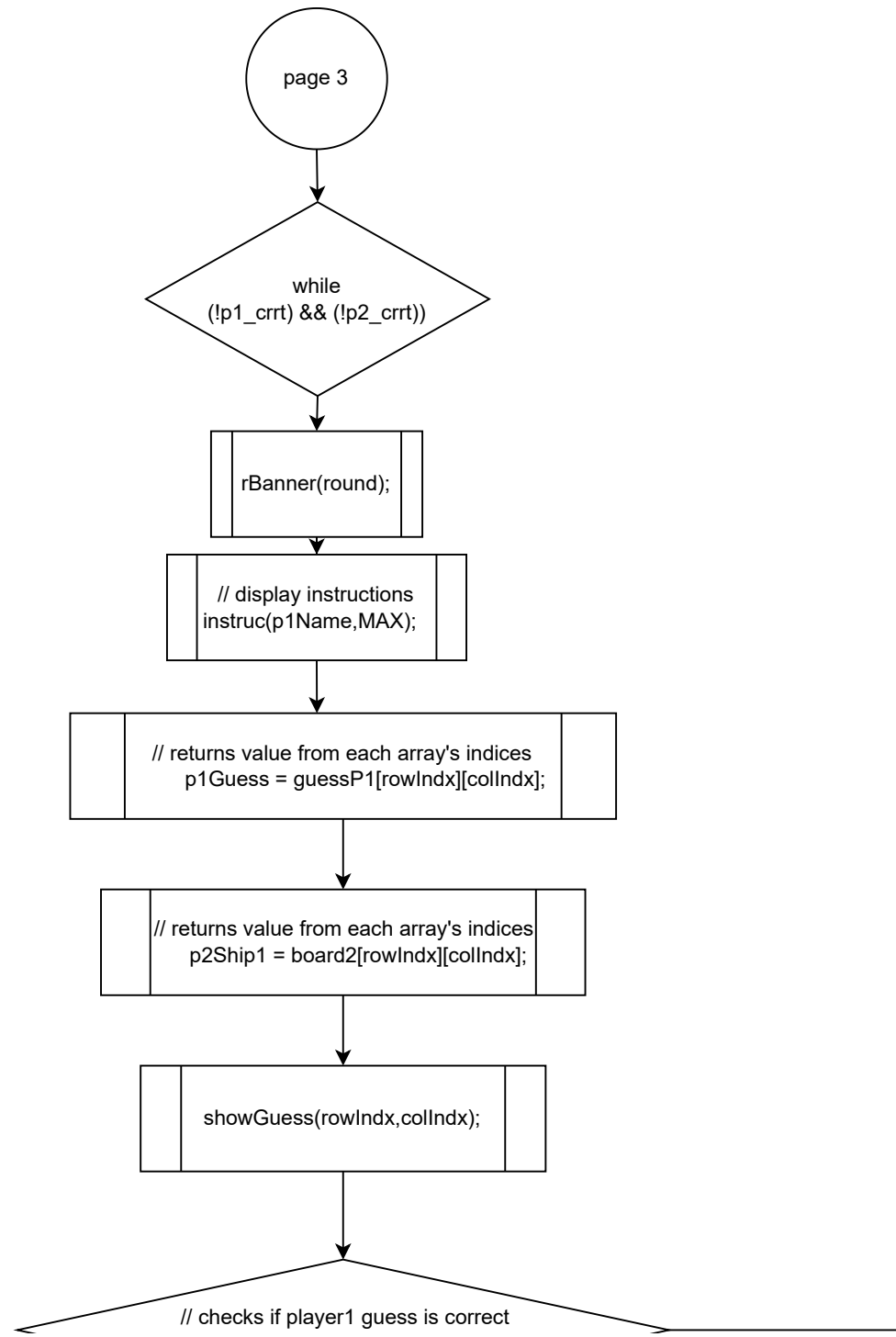


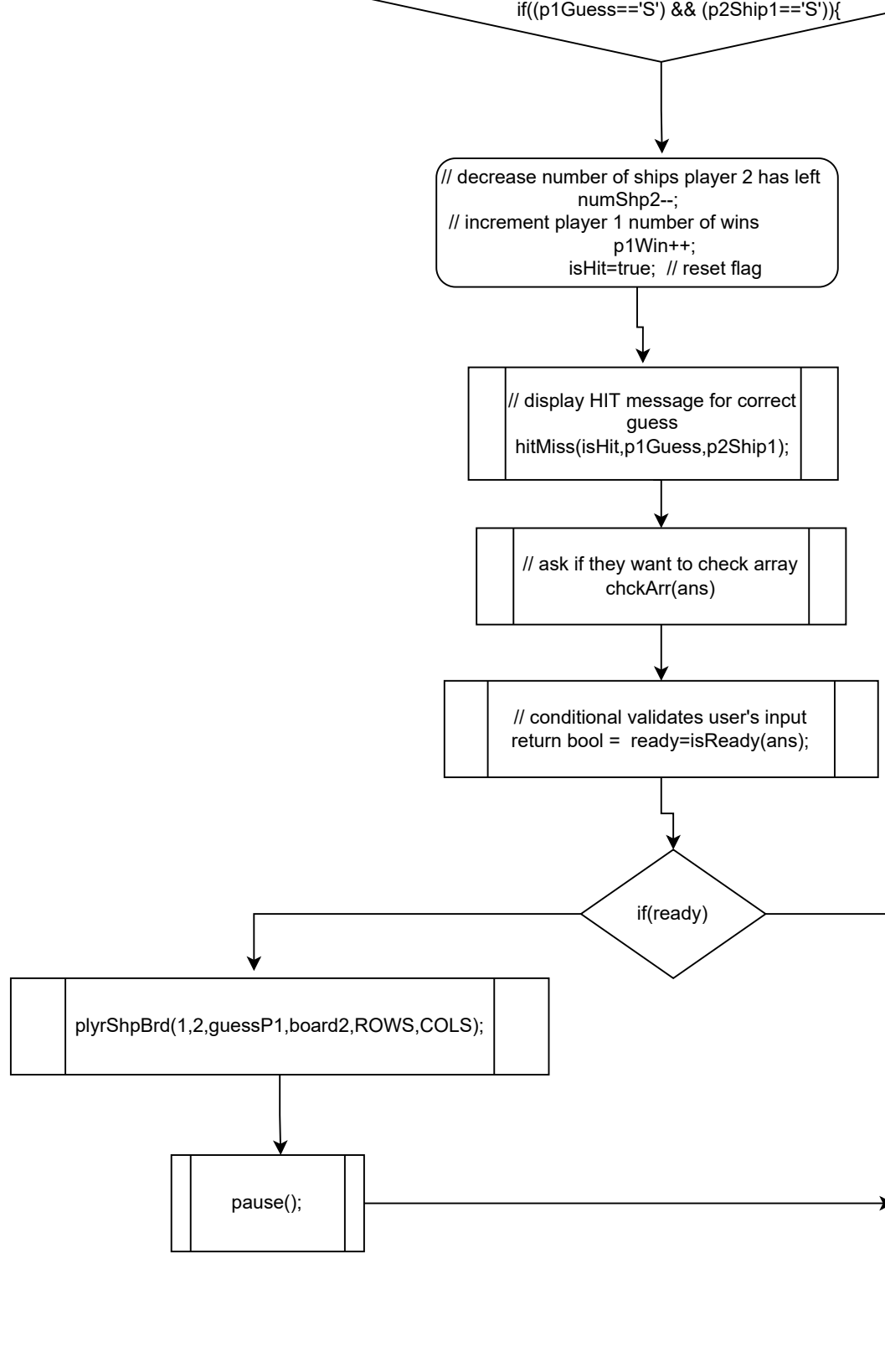


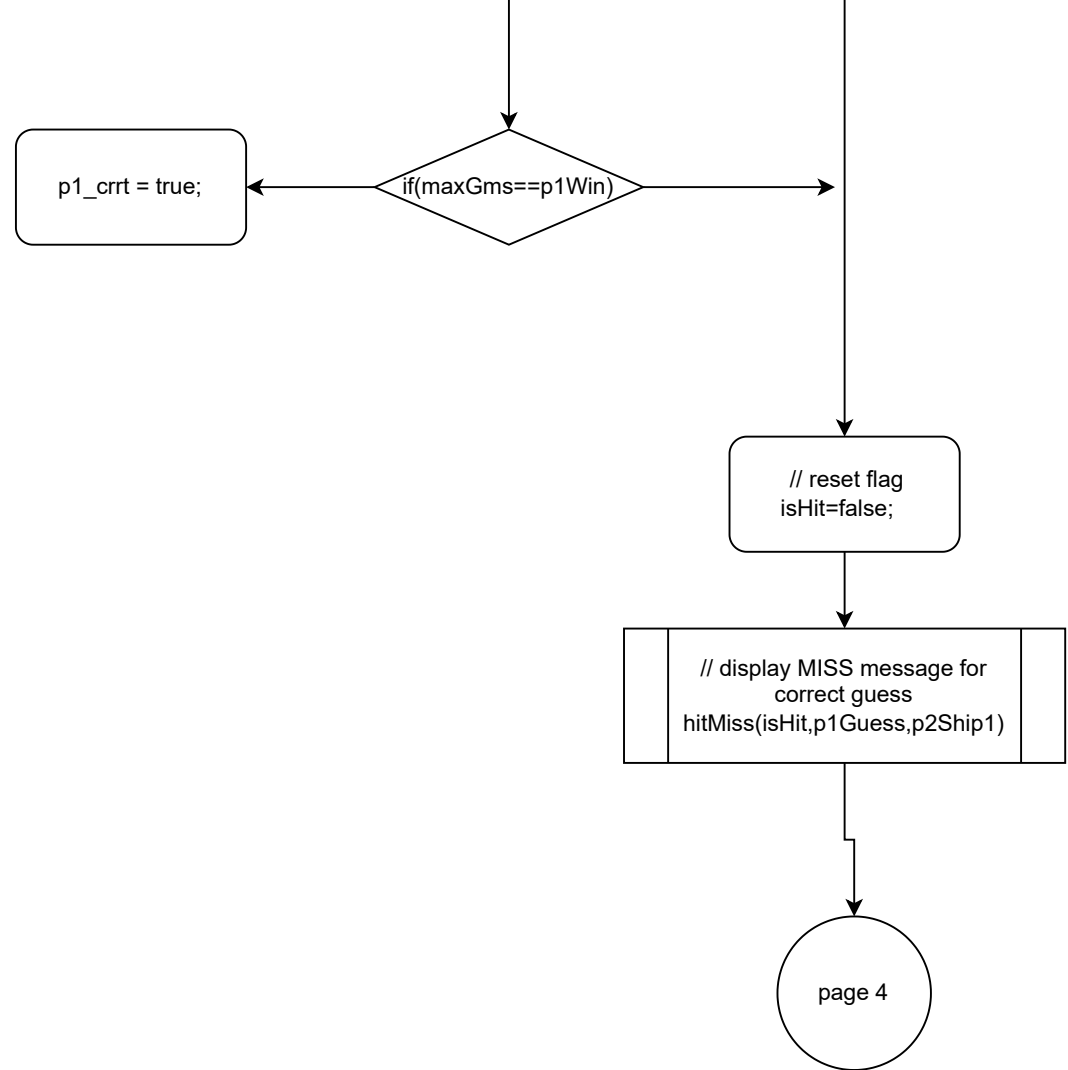
Battleship FlowChart



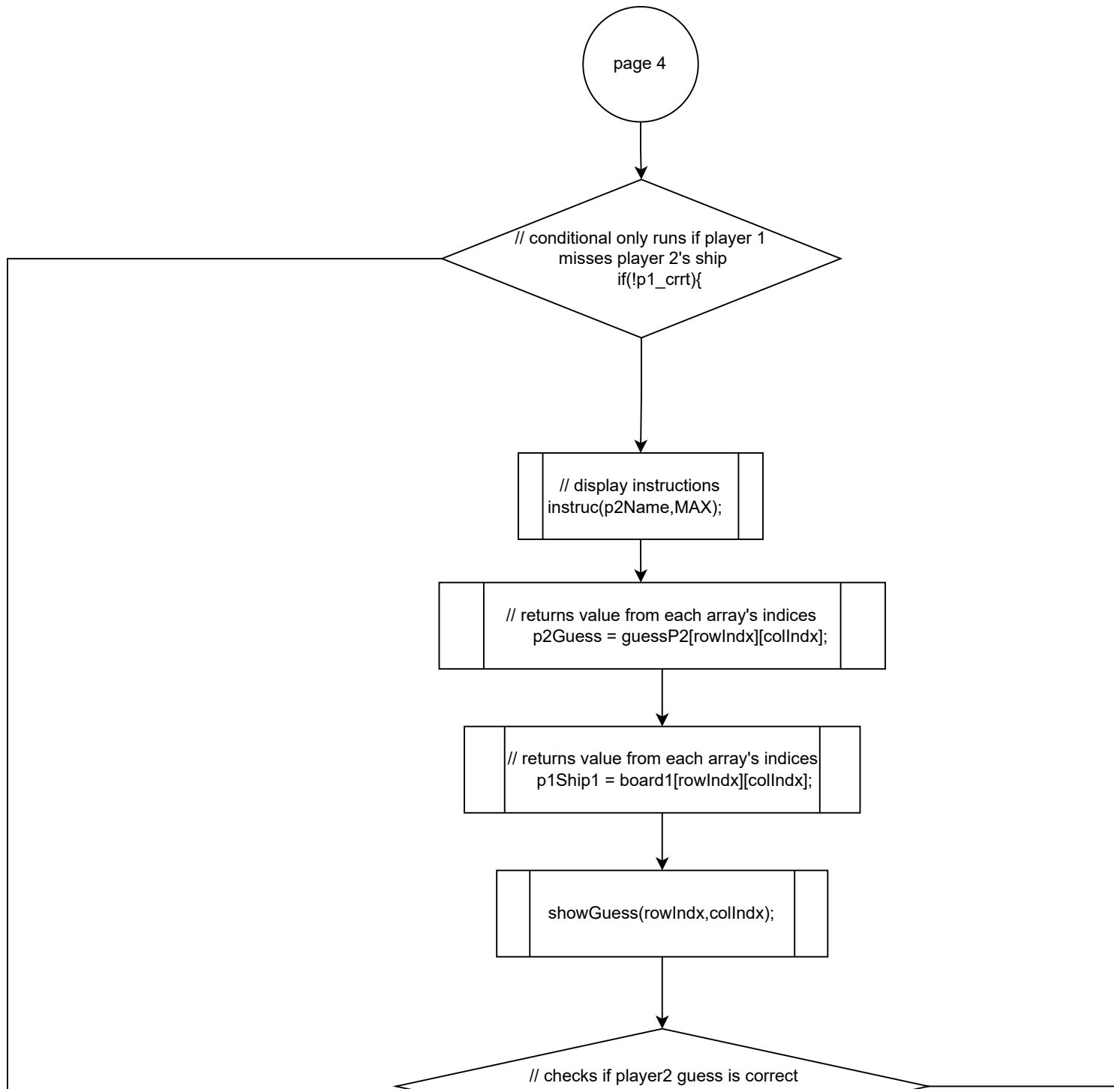
Battleship FlowChart

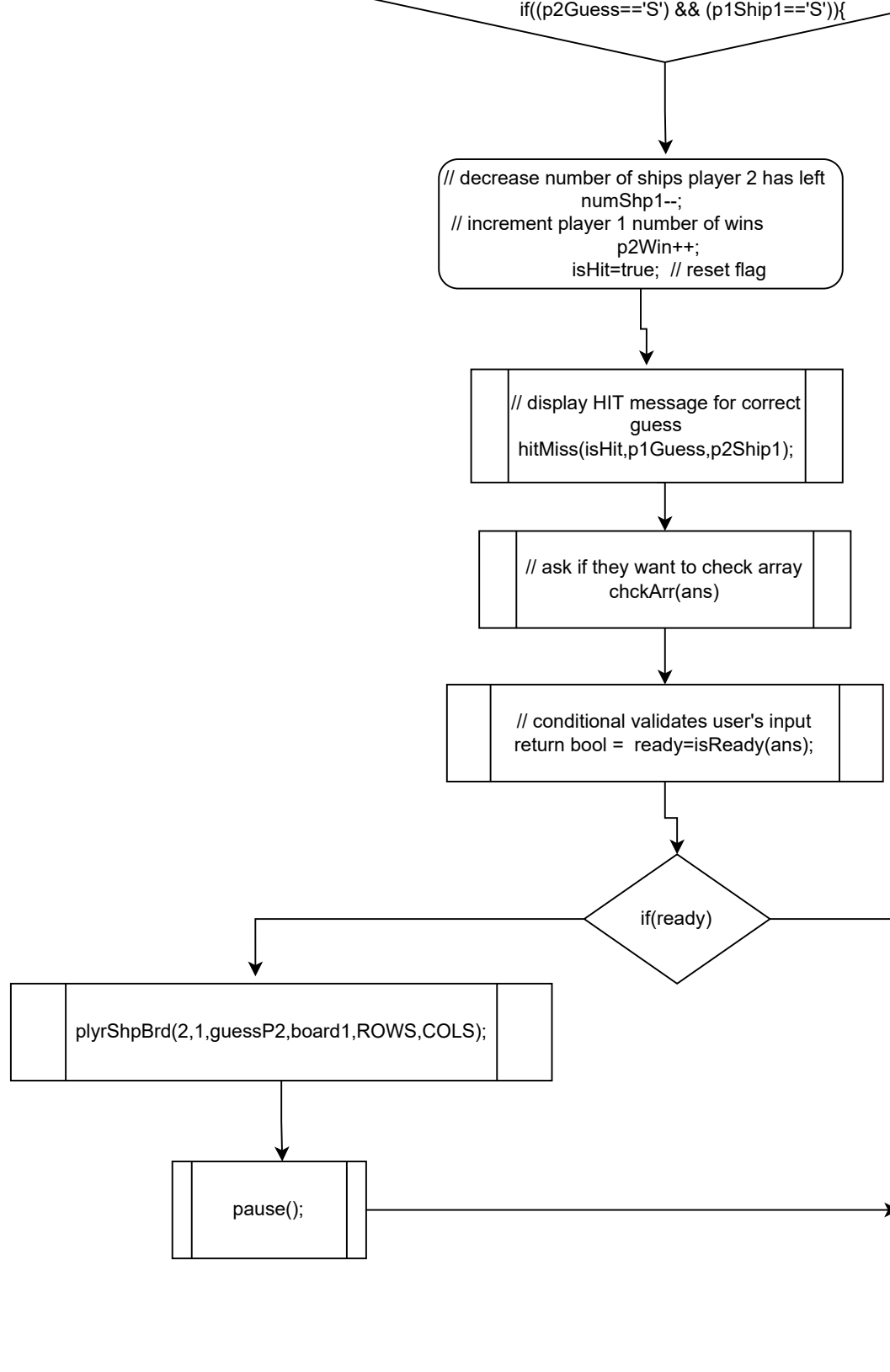


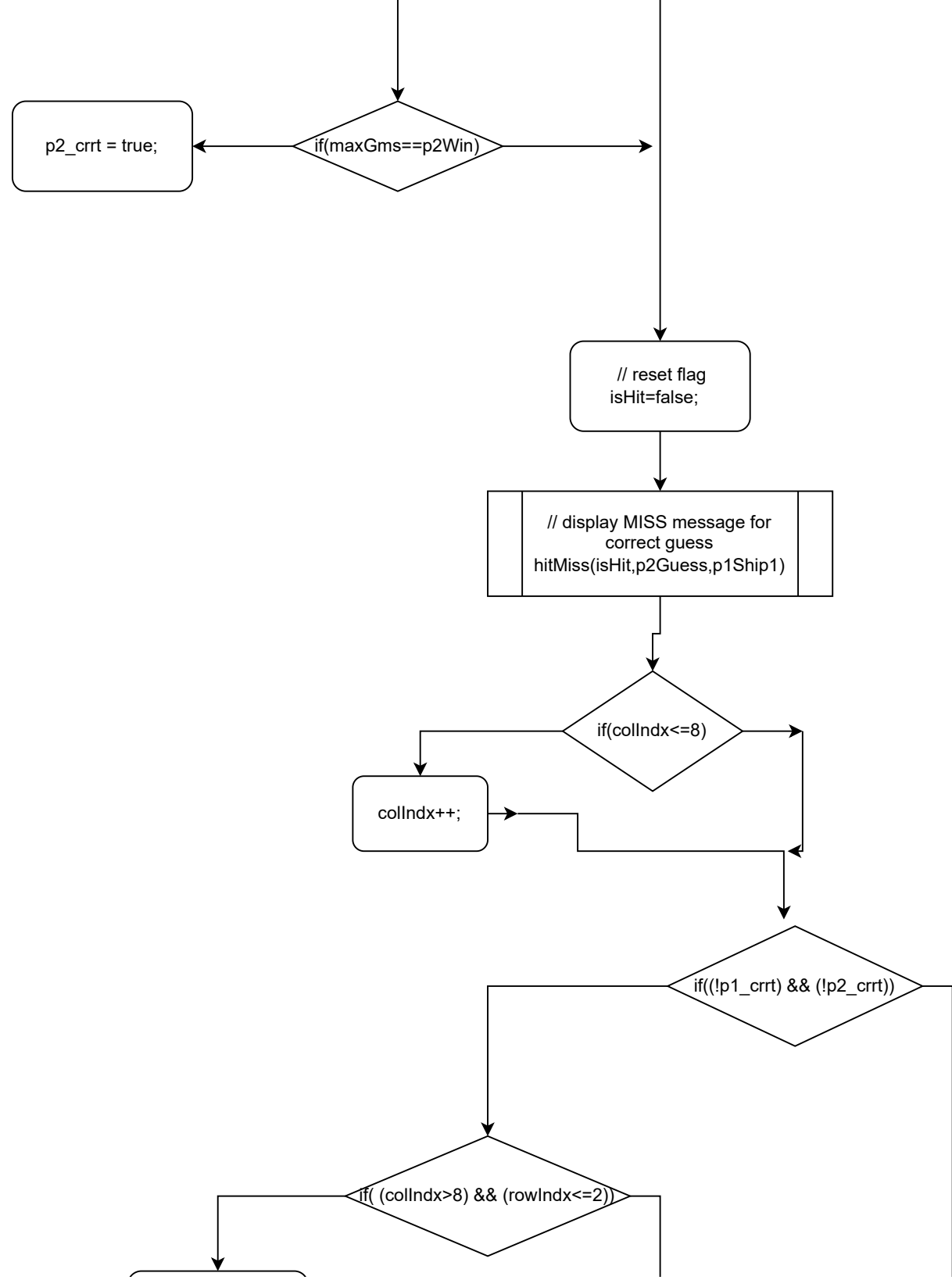


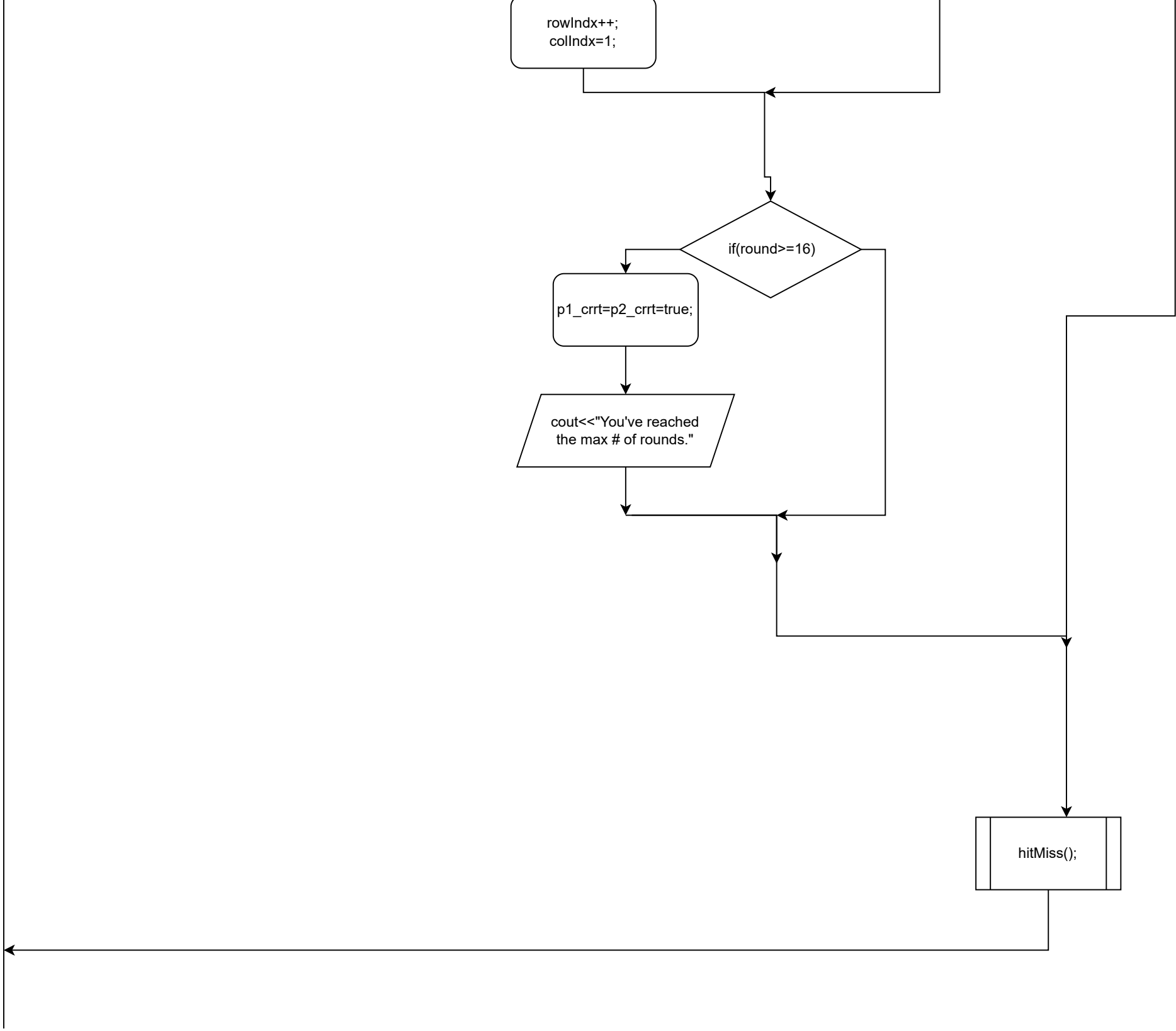


Battleship FlowChart









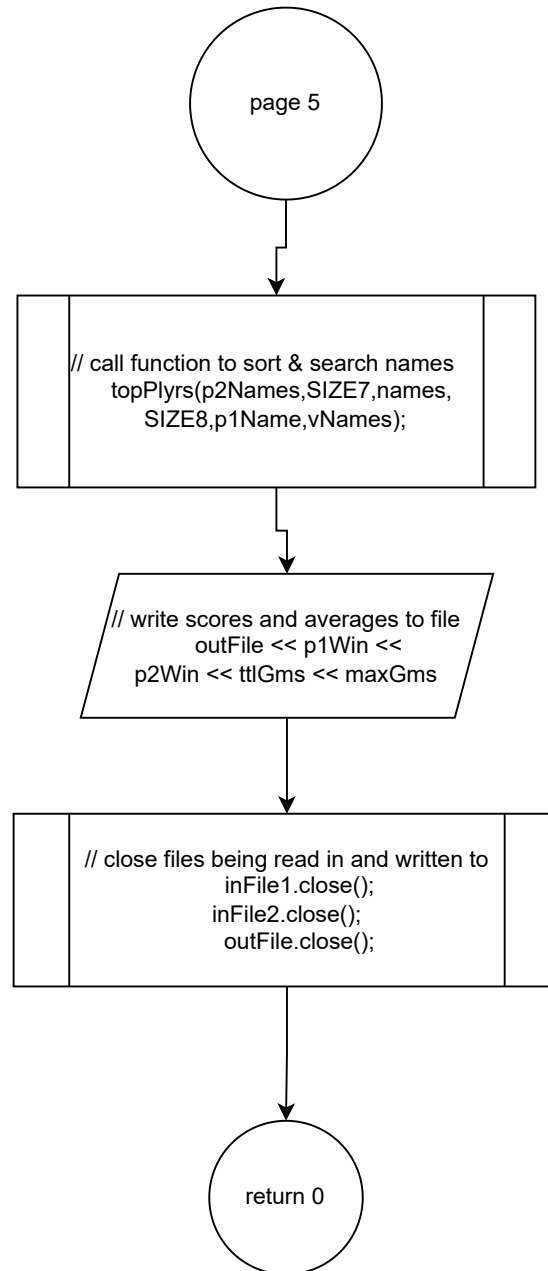
// calculate total number of games won & number rounds played
ttlGmes = p1Win+p2Win;
ttlRnds += round; // sums the total number of rounds from all games
avgRnds = static_cast<float>(ttlRnds)/ttlGmes;

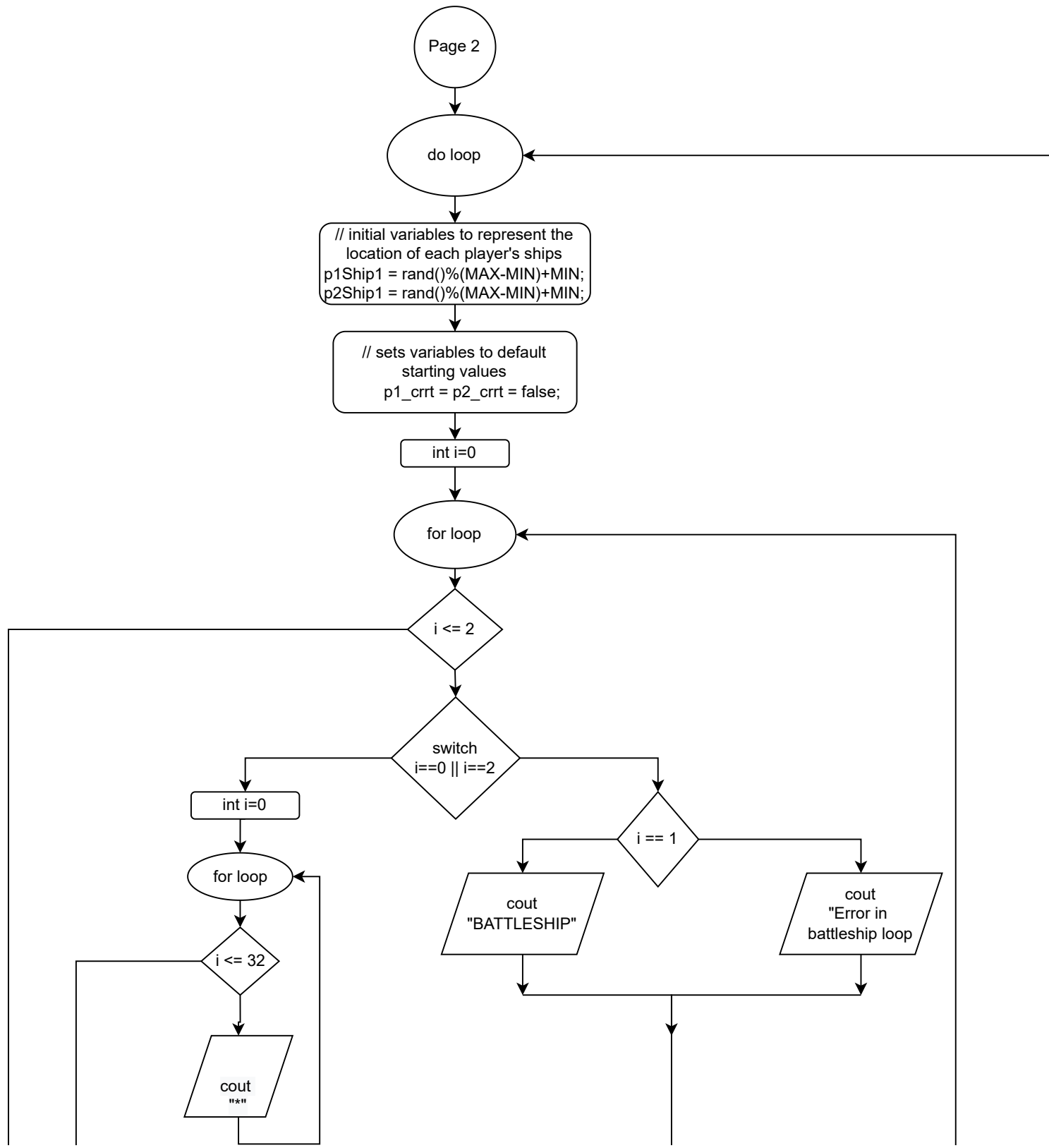
// call function to display both player's scores
sBanner("SCOREBOARD", p1Name, p2Name, p1Win, p2Win);

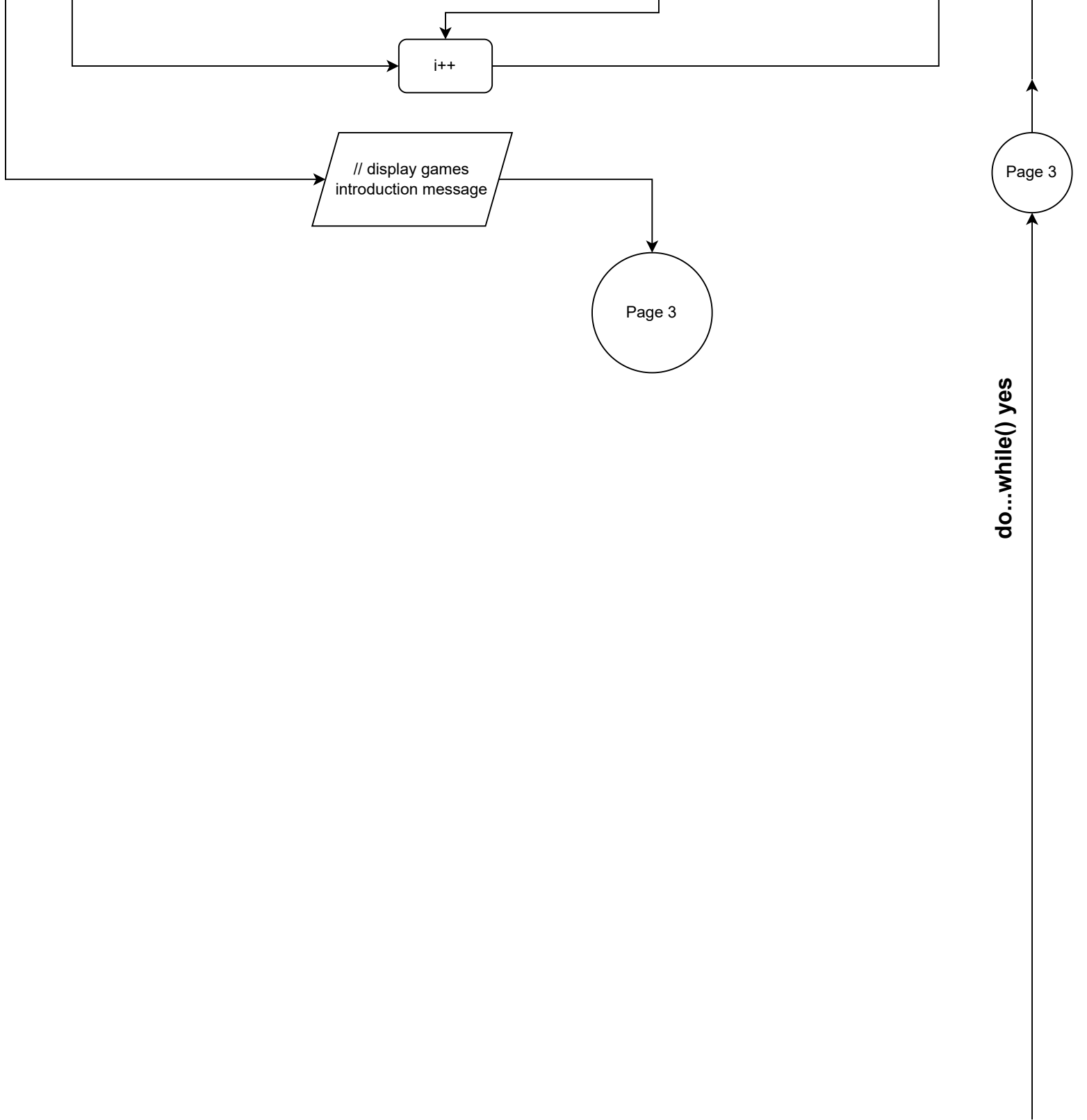
// call function to display both player's scores
scoresMsg(ttlGmes, ttlRnds, avgRnds);

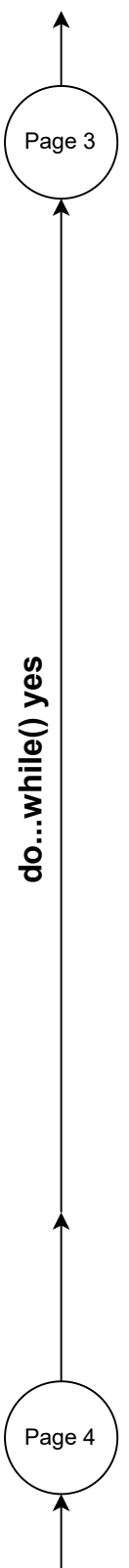
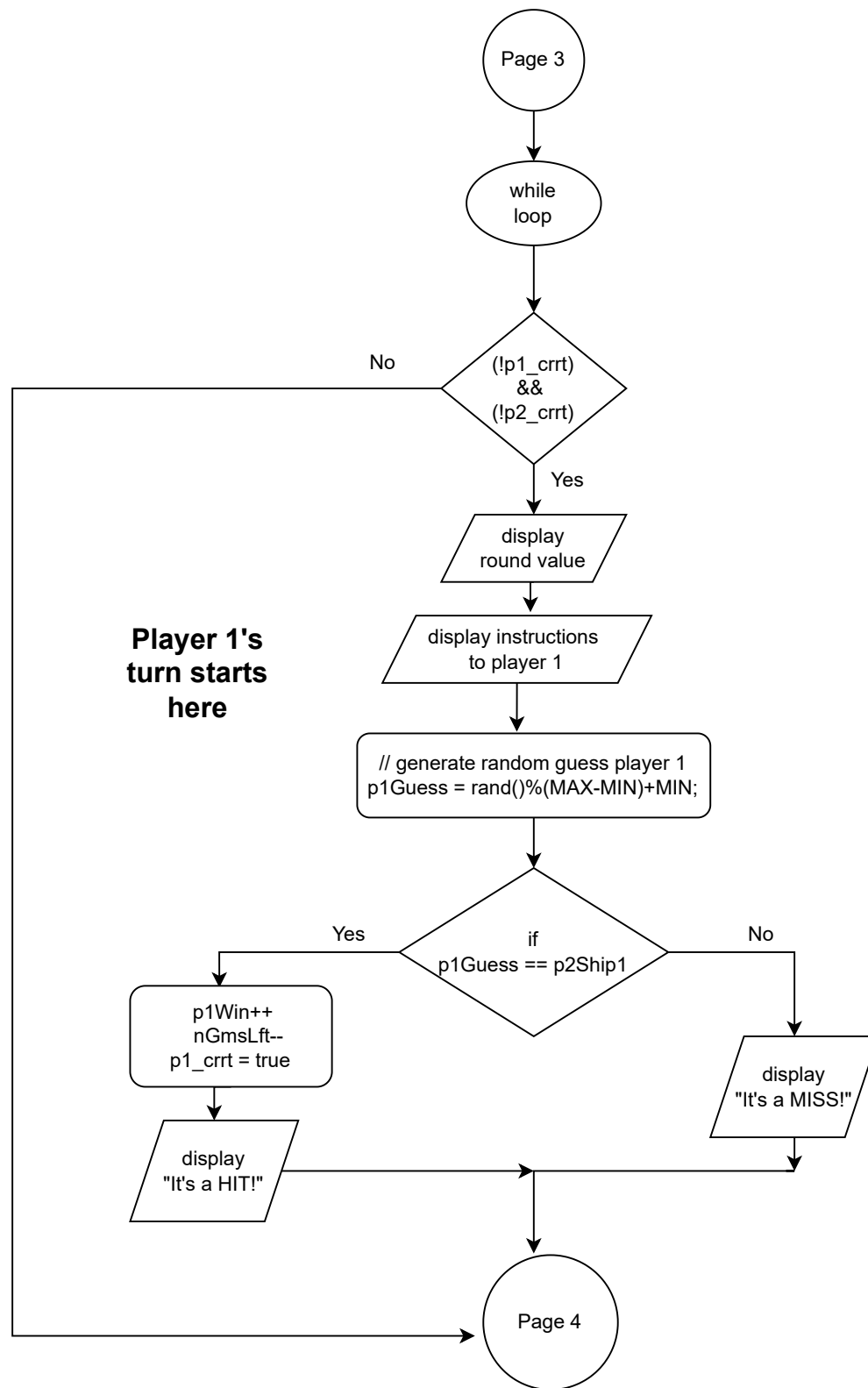
pause();

Battleship FlowChart

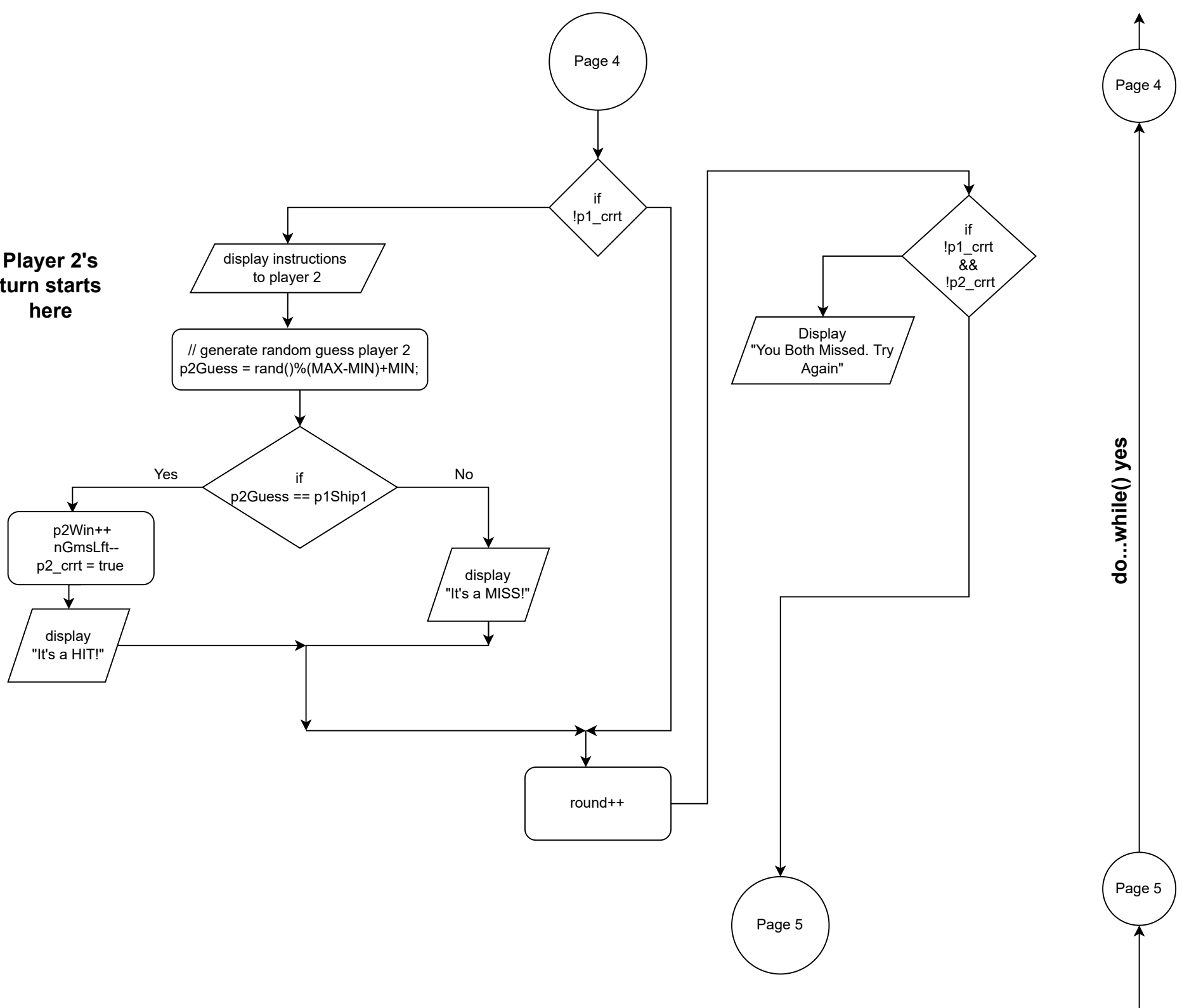








**Player 2's
turn starts
here**



Scoreboard banner and calculations

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int k=0

for loop

No
k <= 2

Yes

Yes
if
k==0

No

Yes
k==1

No

Yes
k==2

No

Display
p1Win and
p2Win

// calculate total number of games
won & number rounds played
ttlGmes = p1Win+p2Win;
ttlRnds += round;

// calculates each players percentage of winning
avg1 = p1Win/static_cast<float>(ttlGmes)*100;
avg2 = p2Win/static_cast<float>(ttlGmes)*100;
avgRnds = static_cast<float>(ttlRnds)/ttlGmes;

Display
32 "*"

Display
"SCOREBOARD"

Display
32 "*"

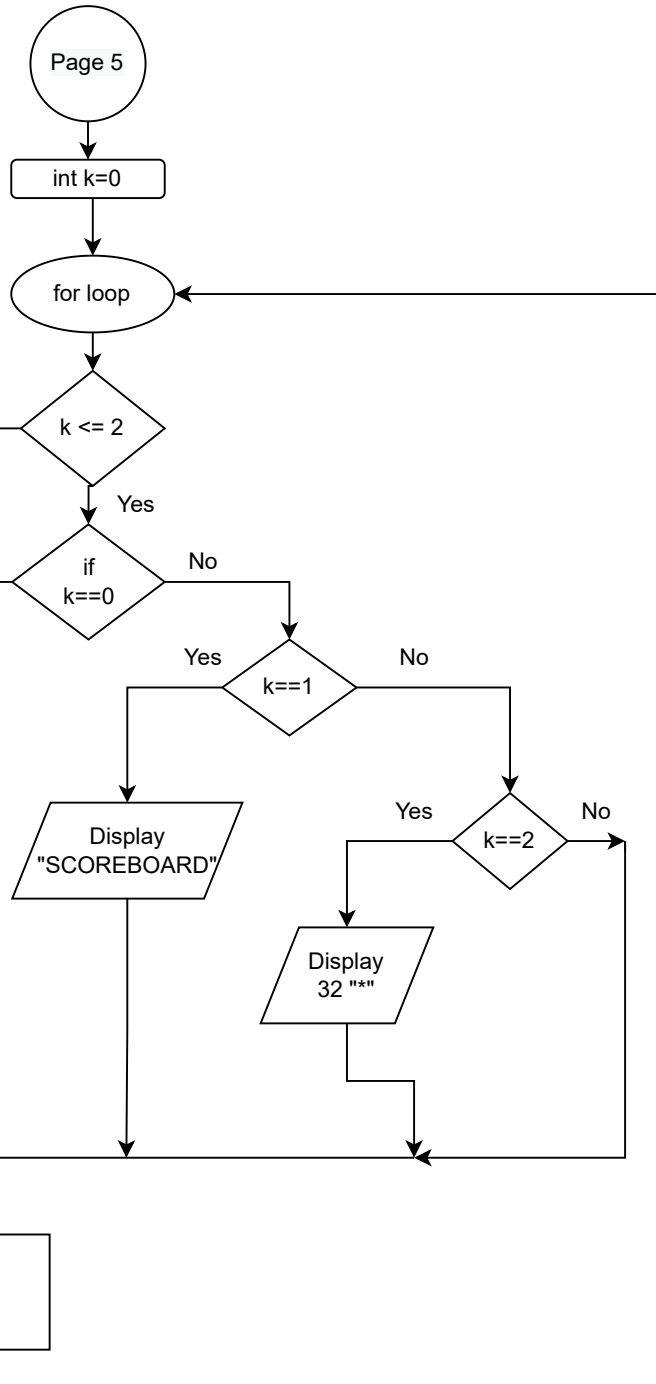
k++

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Page 6

do...while() yes



Wrapping up the do...while loop

