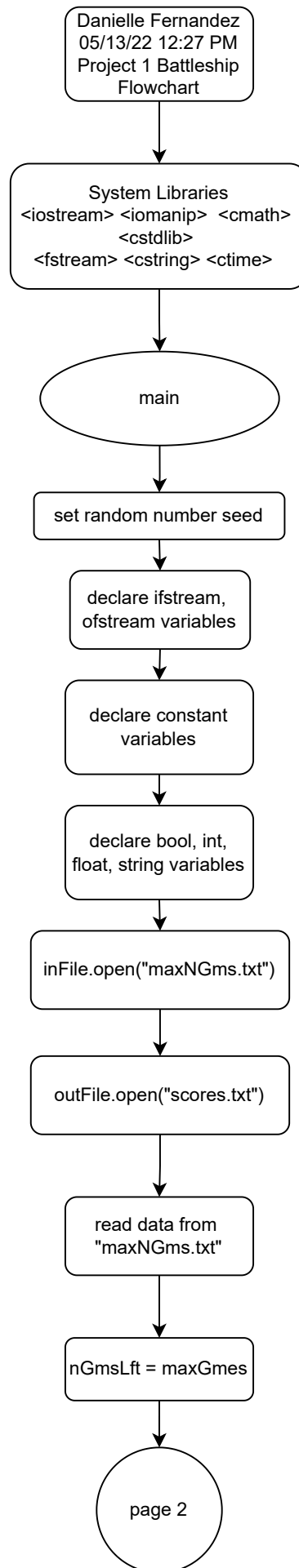
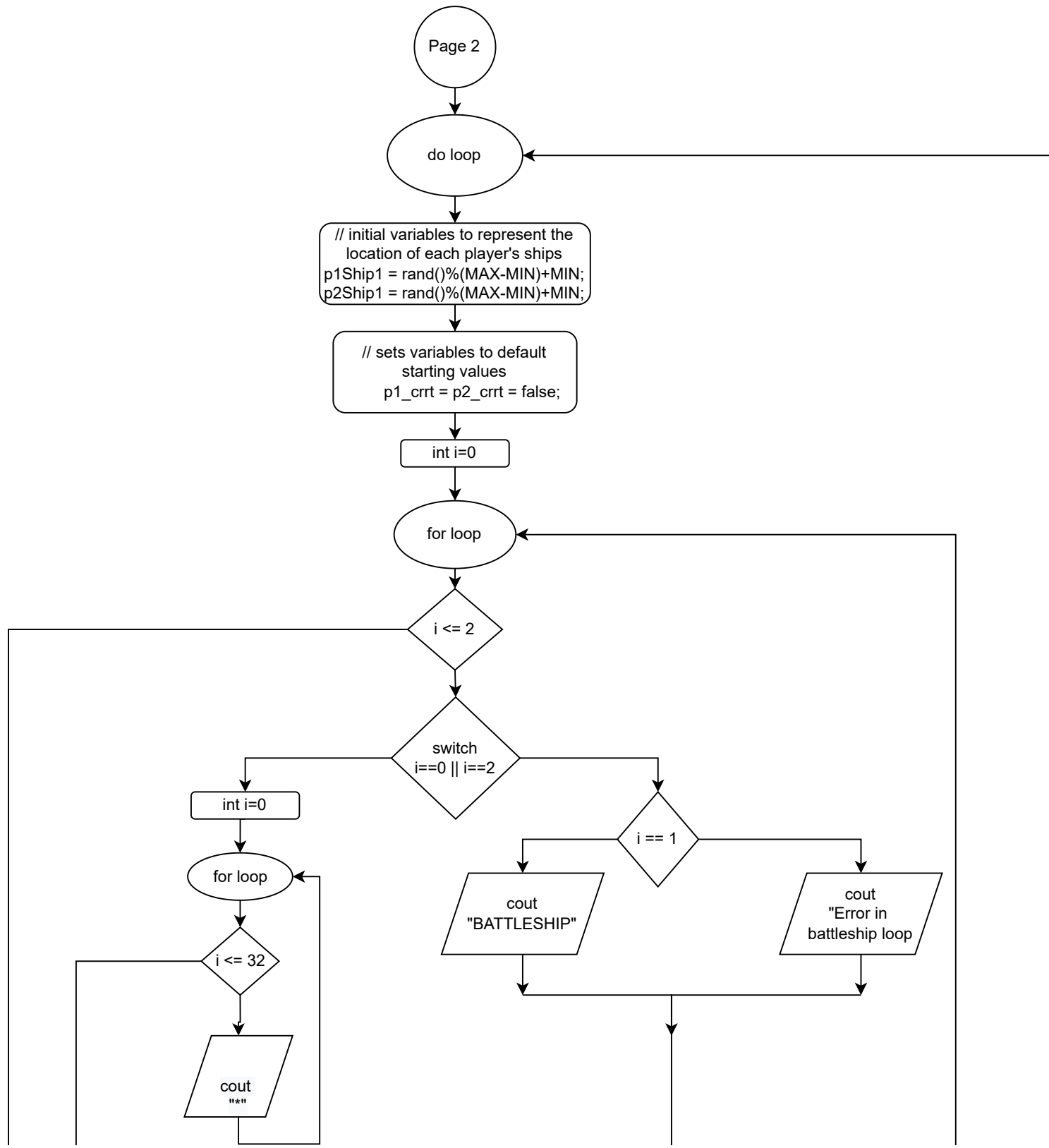
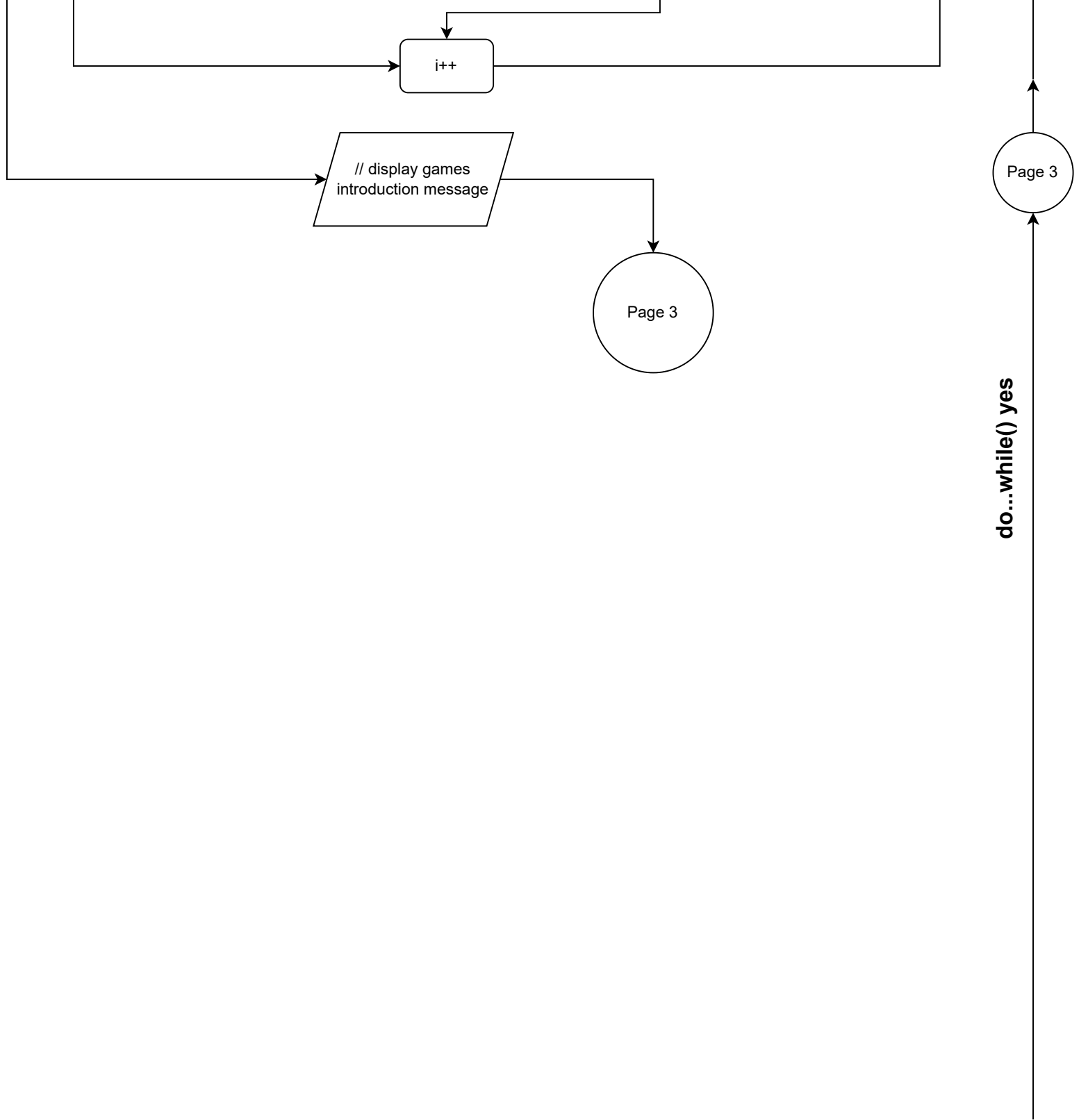
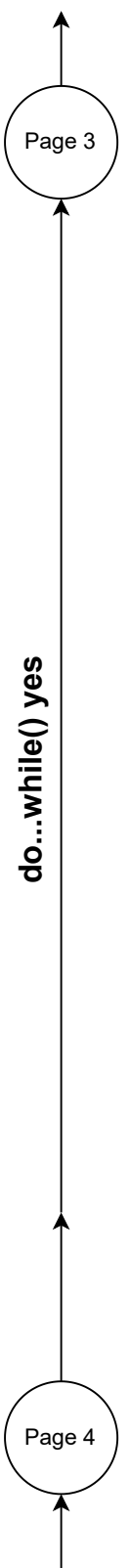
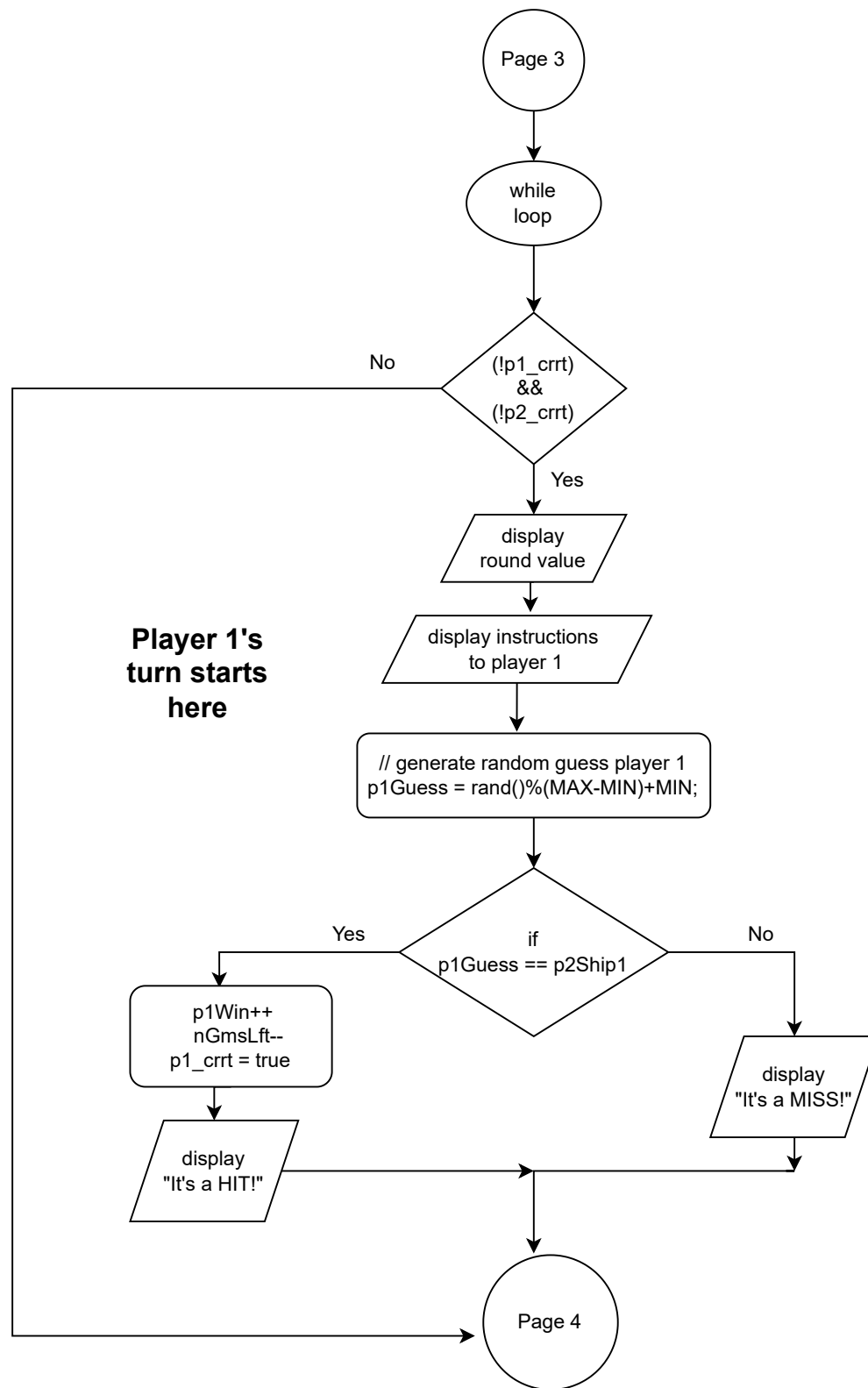


Battleship

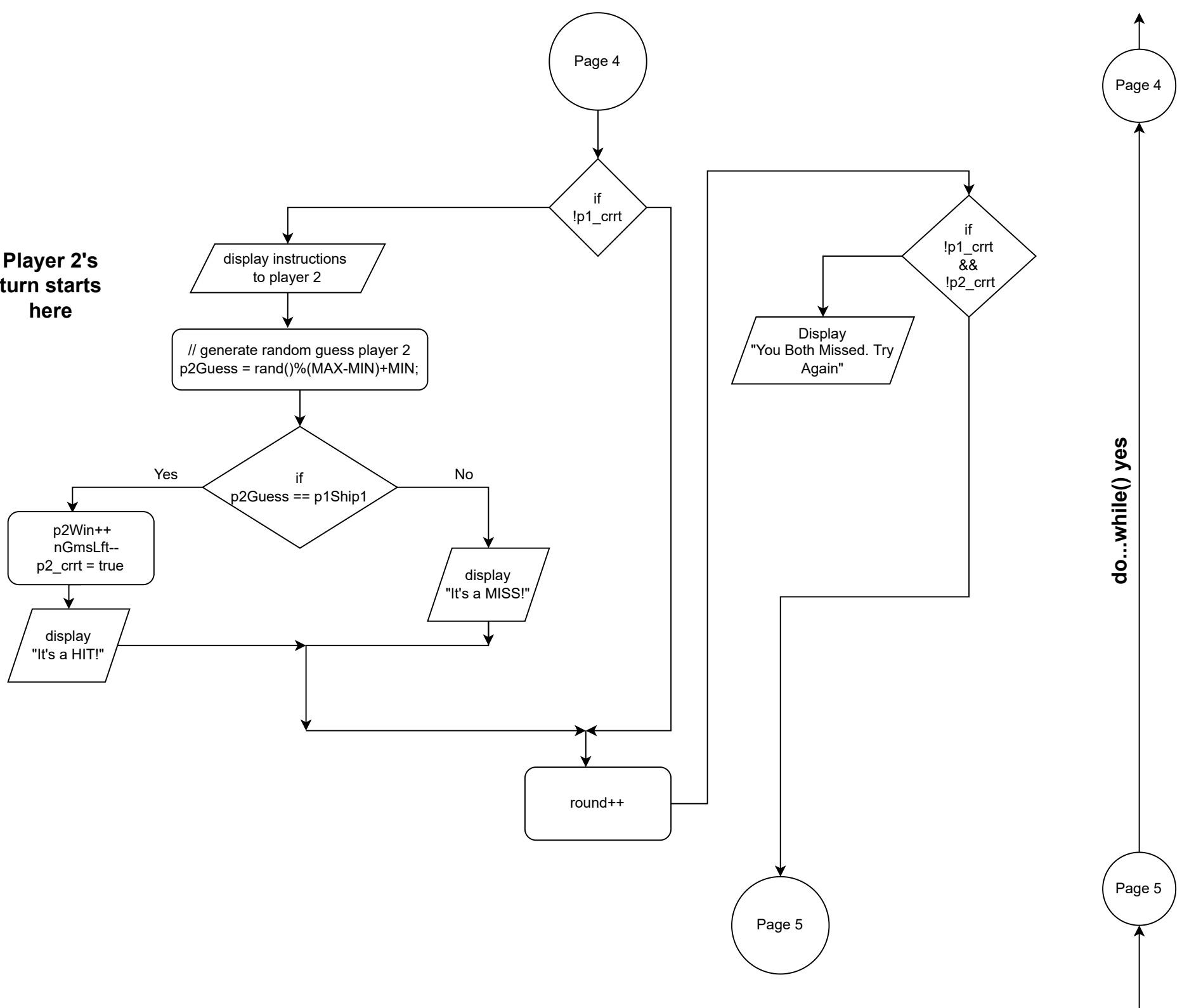








**Player 2's
turn starts
here**



Scoreboard banner and calculations

Page 5

int k=0

for loop

k <= 2

if k==0

if k==1

k==2

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 5

do...while() yes

Page 6

Wrapping up the do...while loop

