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Purpose: Series
output

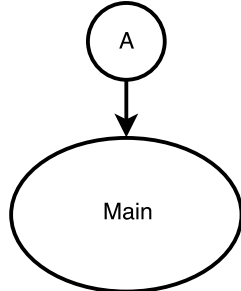
System Libraries
iostream
cmath
ctime
stdlib
iomanip

User Libraries

Global Constants

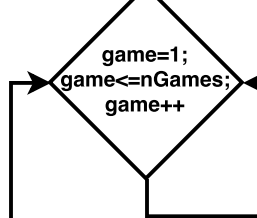
Function Prototypes
pRand
shoot

A



Declare Variables
aliveA, aliveB, aliveC
pkillA, pkillB, pkillC,
nGames=, nWinA,
nWinB, nWinC

Declared Variables
pkillA=1.0f/3,
pkillB=1.0f/2,
pkillC=1.0f
nGames=10000000,
nWinA=nWinB=nWinC=0



Flowchart for Shooter V3

