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Purpose: Series  
output

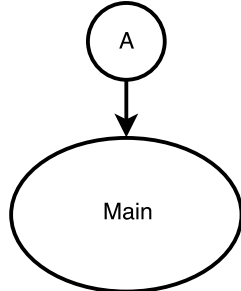
System Libraries  
iostream  
cmath  
ctime  
stdlib  
iomanip

User Libraries

Global Constants

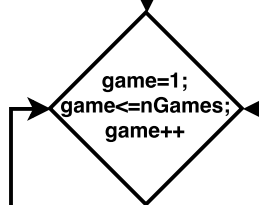
Function Prototypes  
pRand  
shoot

A

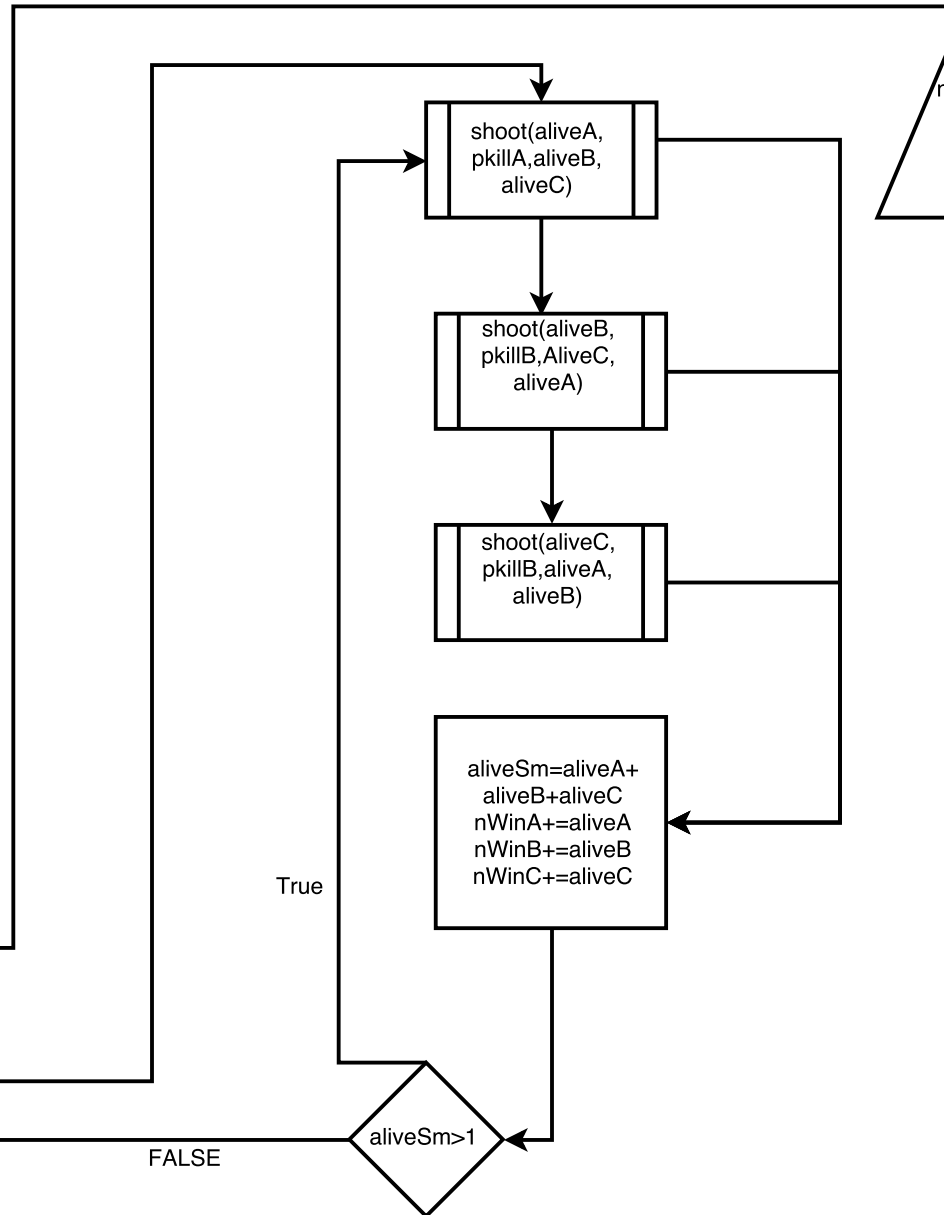


Declare Variables  
aliveA, aliveB, aliveC  
pkillA, pkillB, pkillC,  
nGames=, nWinA,  
nWinB, nWinC

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



# Flowchart for Shooter V3



Output  
nGames=nWinA+nWinB  
+nWinC  
pkillA, nWinA  
pkillB, nWinB  
pkillC, nWinC

Return