

*File: main.cpp
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 *Purpose: Flowchart of ShootOut program

```
//System Libraries
#include <iostream> //Input/Output Library
#include <cstdlib> //Random Function Library
#include <ctime> //Time Library
#include <iomanip> //Formatting Library
#include <cmath> //Math Library
using namespace std; //Name-space under which system libraries exist
```

```
//User Libraries
```

```
//Global Constants
```

```
//Function Prototypes
float rndProb();
bool isLess(float);
void shootAt(bool &, float);
void shoot(bool, bool &, bool &, float);
```

main

```
//Declare Variables
bool aAlive, bAlive, cAlive;
float aProb, bProb, cProb;
int cntA, cntB, cntC, nShtOts;
```

```
//Initialize Variables
aProb = 1.0f/3.0f;
bProb = 1.0f/2.0f;
cProb = 1.0f;
cntA = cntB = cntC = 0;
nShtOts = 1000000;
```

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