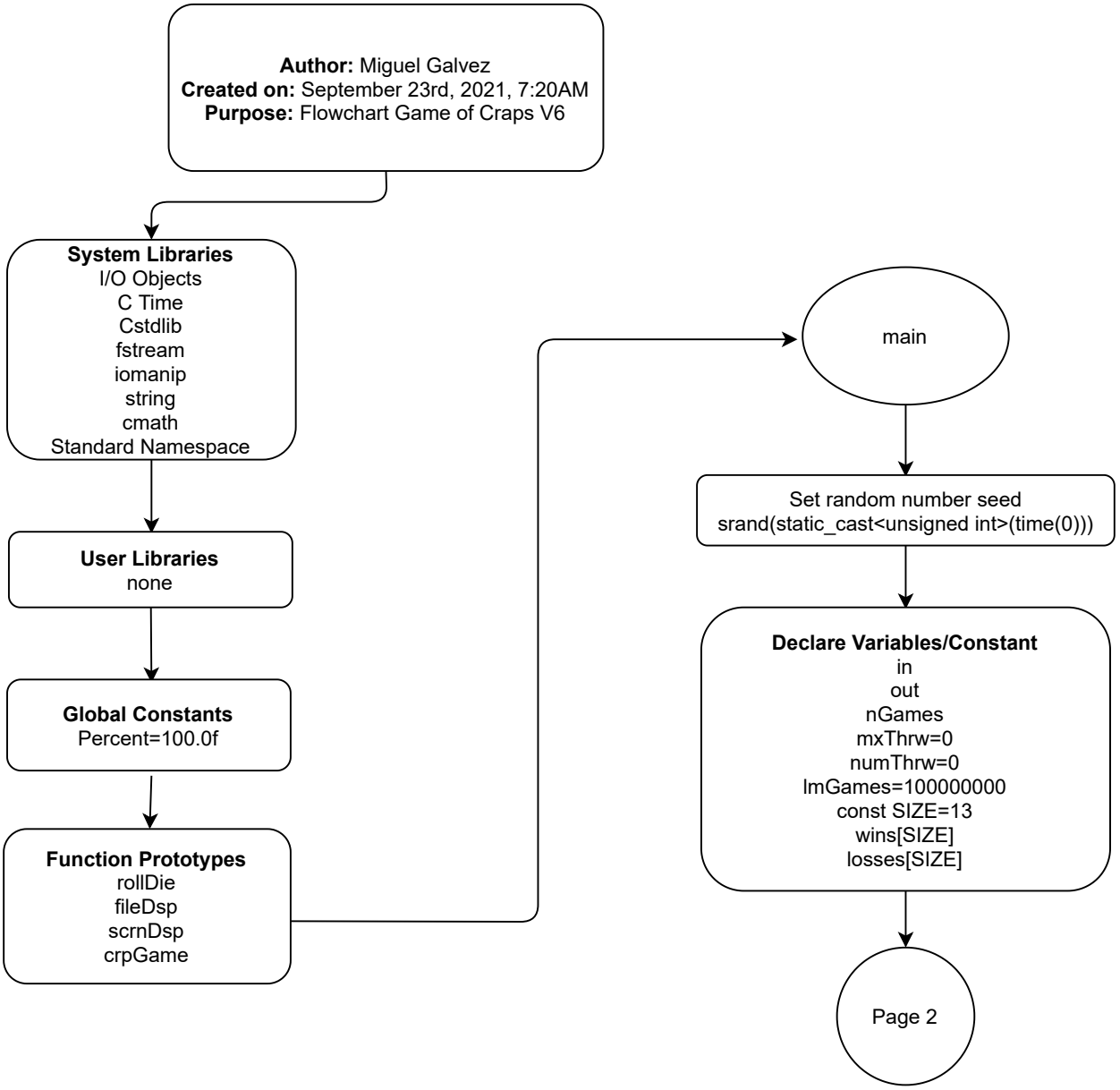
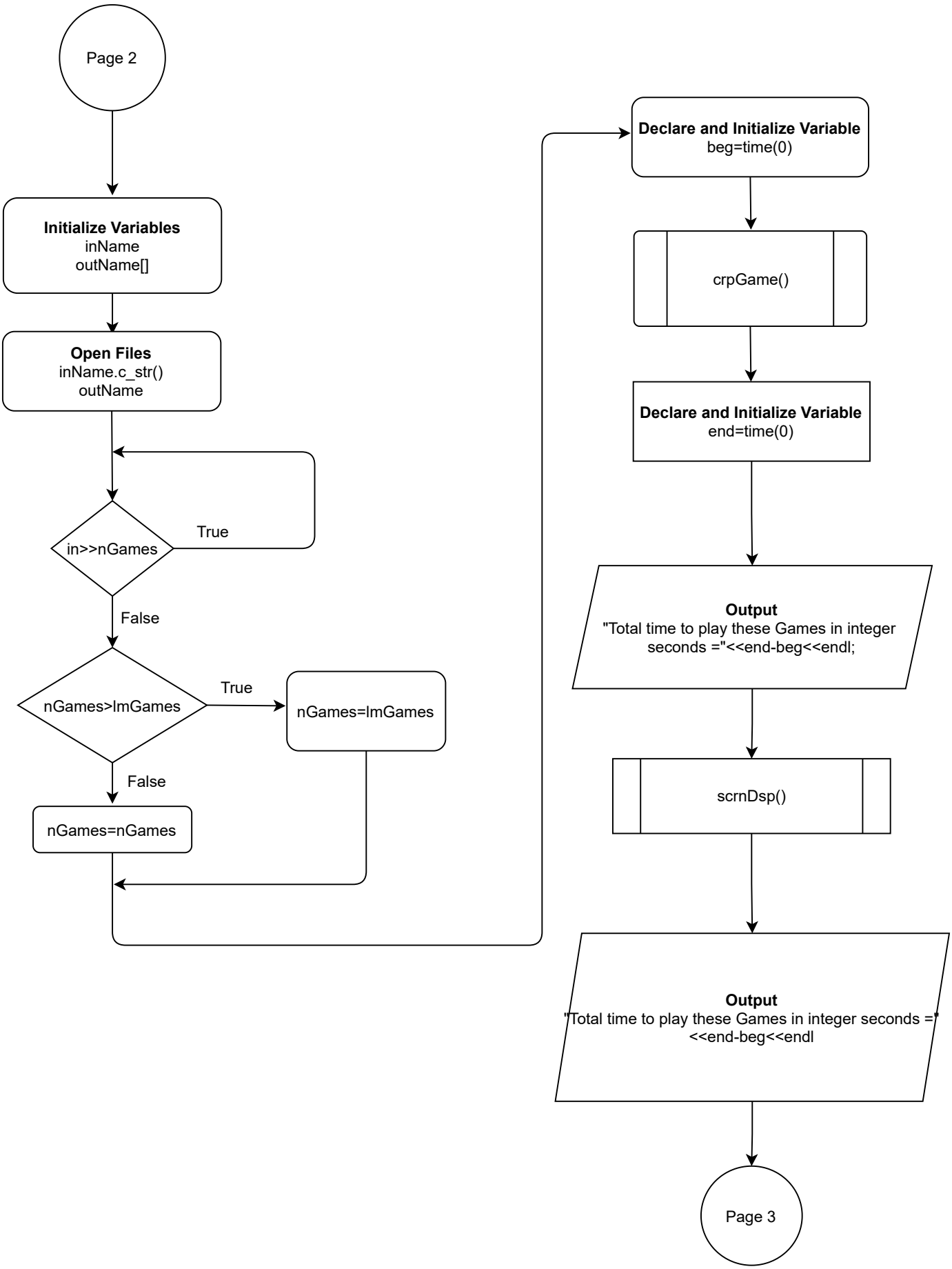
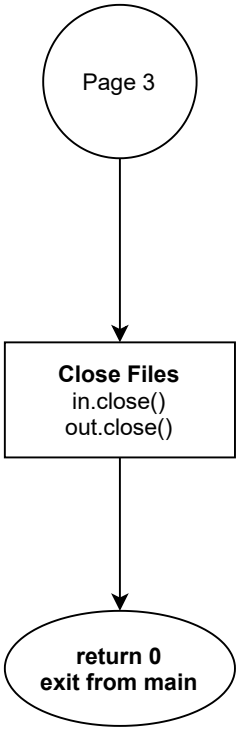
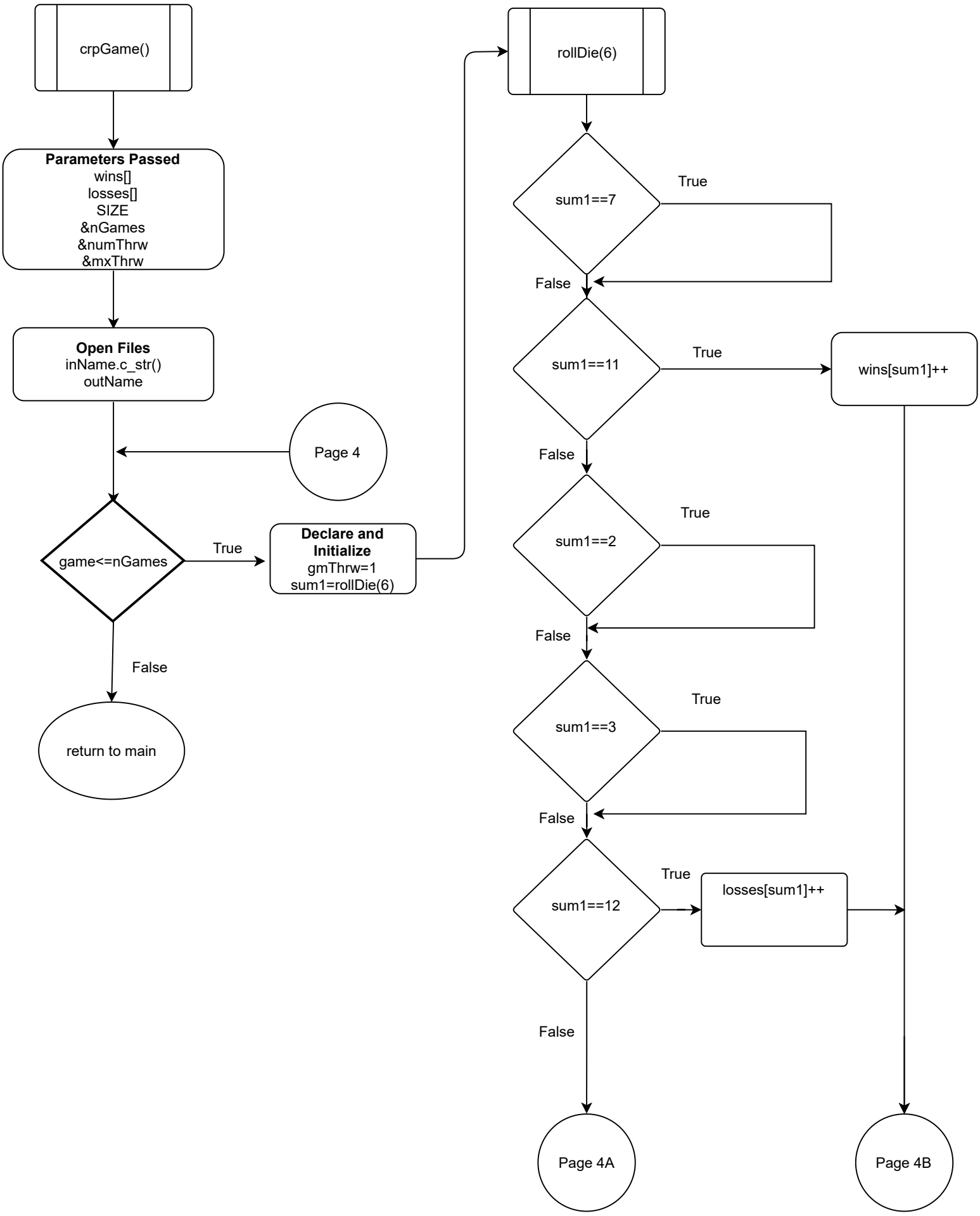
Game of Craps V6 Flowchart

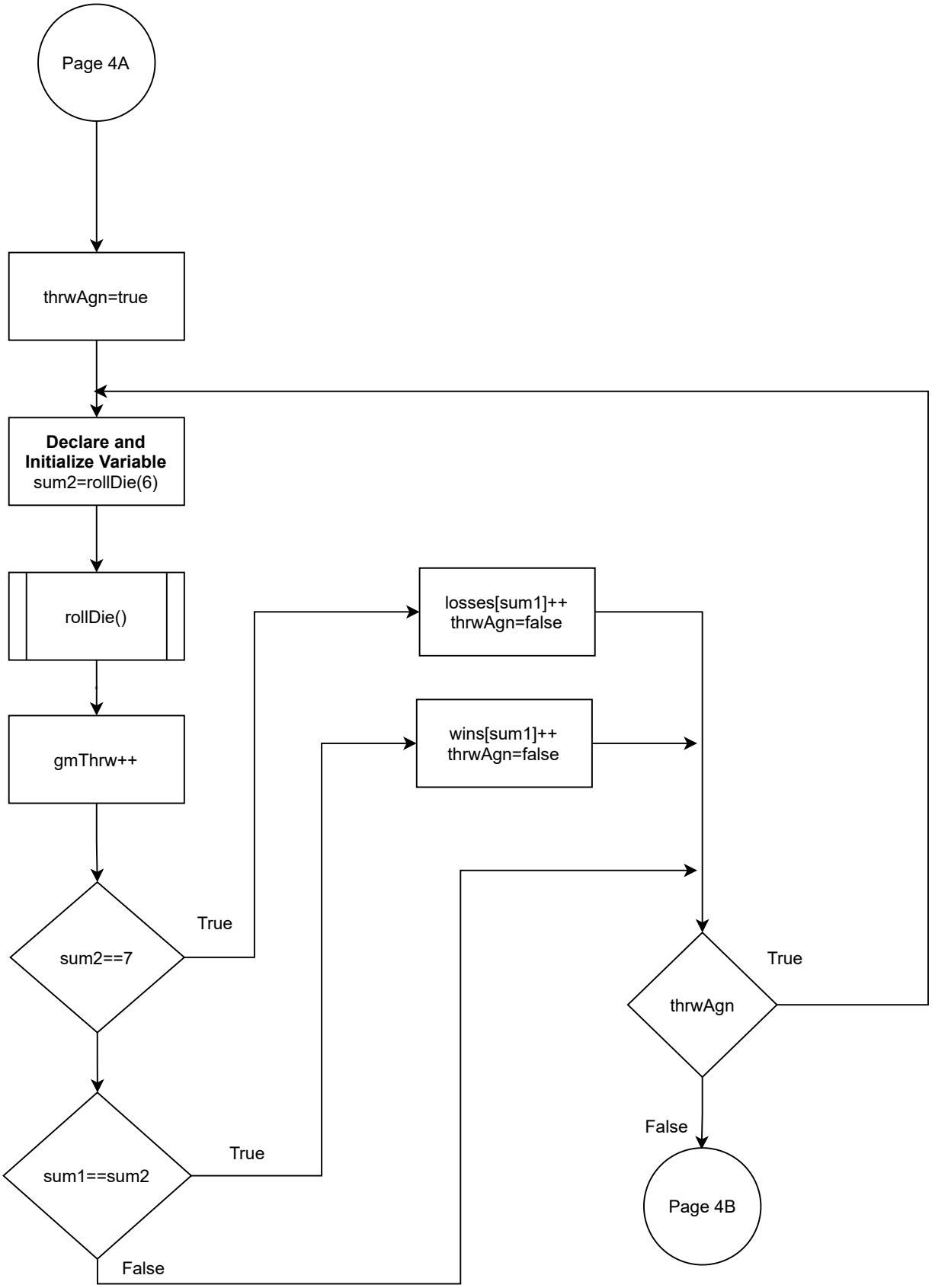


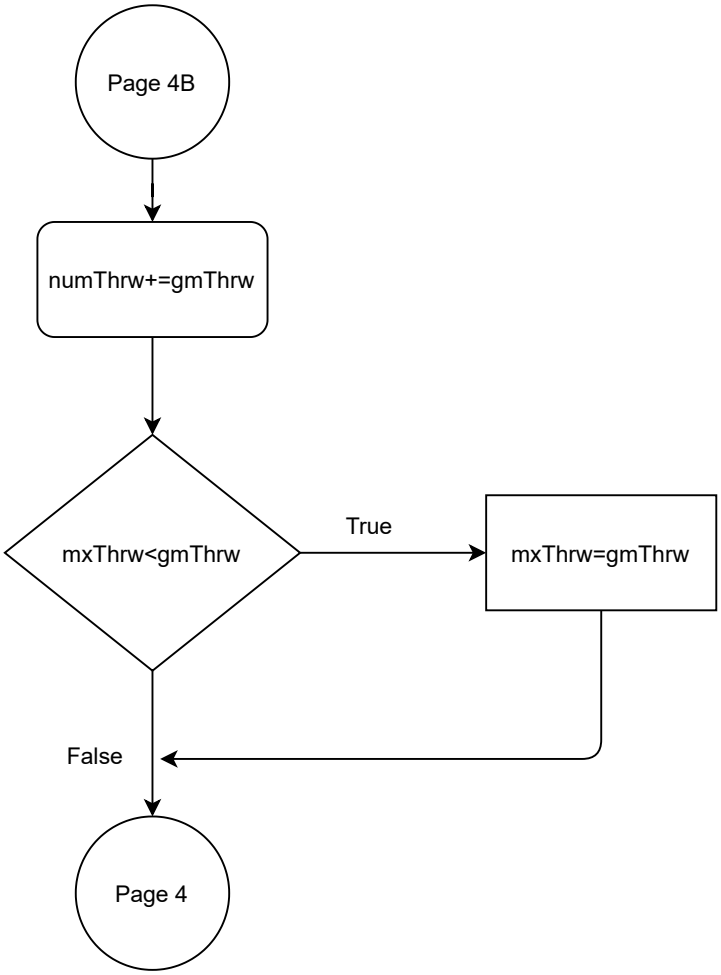

Page 2
Initialize Variables
inName
outName[]
Open Files
inName.c_str()
outName
in>>nGames
True
False
nGames>lmGames
True
nGames=lmGames
False
nGames=nGames
Declare and Initialize Variable
beg=time(0)
crpGame()
Declare and Initialize Variable
end=time(0)
Output
"Total time to play these Games in integer seconds ="<<end-beg<<endl;
scrnDsp()
Output
"Total time to play these Games in integer seconds ="
<<end-beg<<endl
Page 3


Page 3
Close Files
in.close()
out.close()
return 0
exit from main

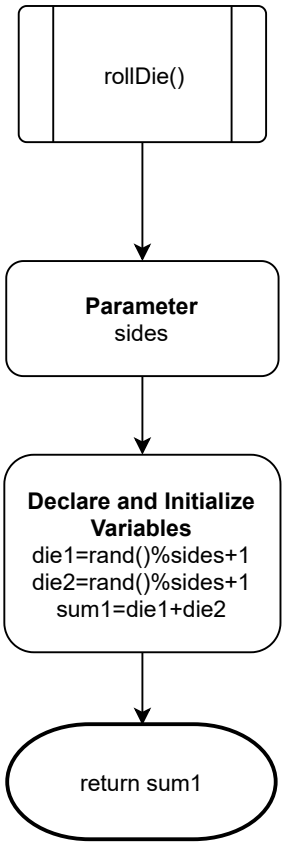
crpGame()


crpGame()
Parameters Passed
wins[]
losses[]
SIZE
&nGames
&numThrw
&mxThrw
Open Files
inName.c_str()
outName
Page 4
game<=nGames
True
False
return to main
Declare and Initialize
gmThrw=1
sum1=rollDie(6)
rollDie(6)
sum1==7
True
False
sum1==11
True
wins[sum1]++
False
sum1==2
True
False
sum1==3
True
False
sum1==12
True
losses[sum1]++
False
Page 4A
Page 4B

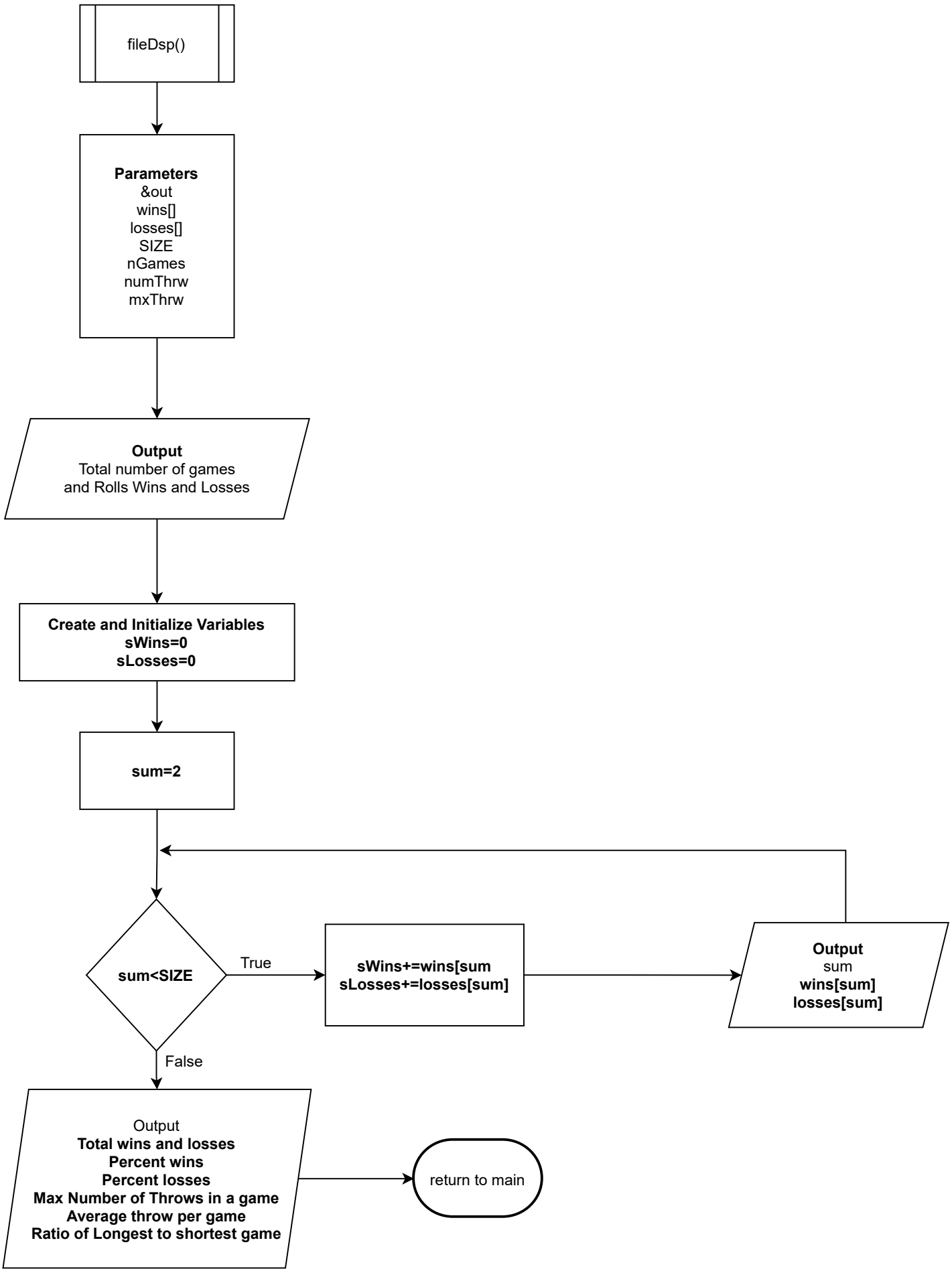

Page 4A
thrwAgn=true
Declare and Initialize Variable
sum2=rollDie(6)
rollDie()
gmThrw++
sum2==7
True
losses[sum1]++
thrwAgn=false
wins[sum1]++
thrwAgn=false
sum1==sum2
True
False
thrwAgn
True
False
Page 4B


Page 4B
numThrw+=gmThrw
mxThrw<gmThrw
True
mxThrw=gmThrw
False
Page 4

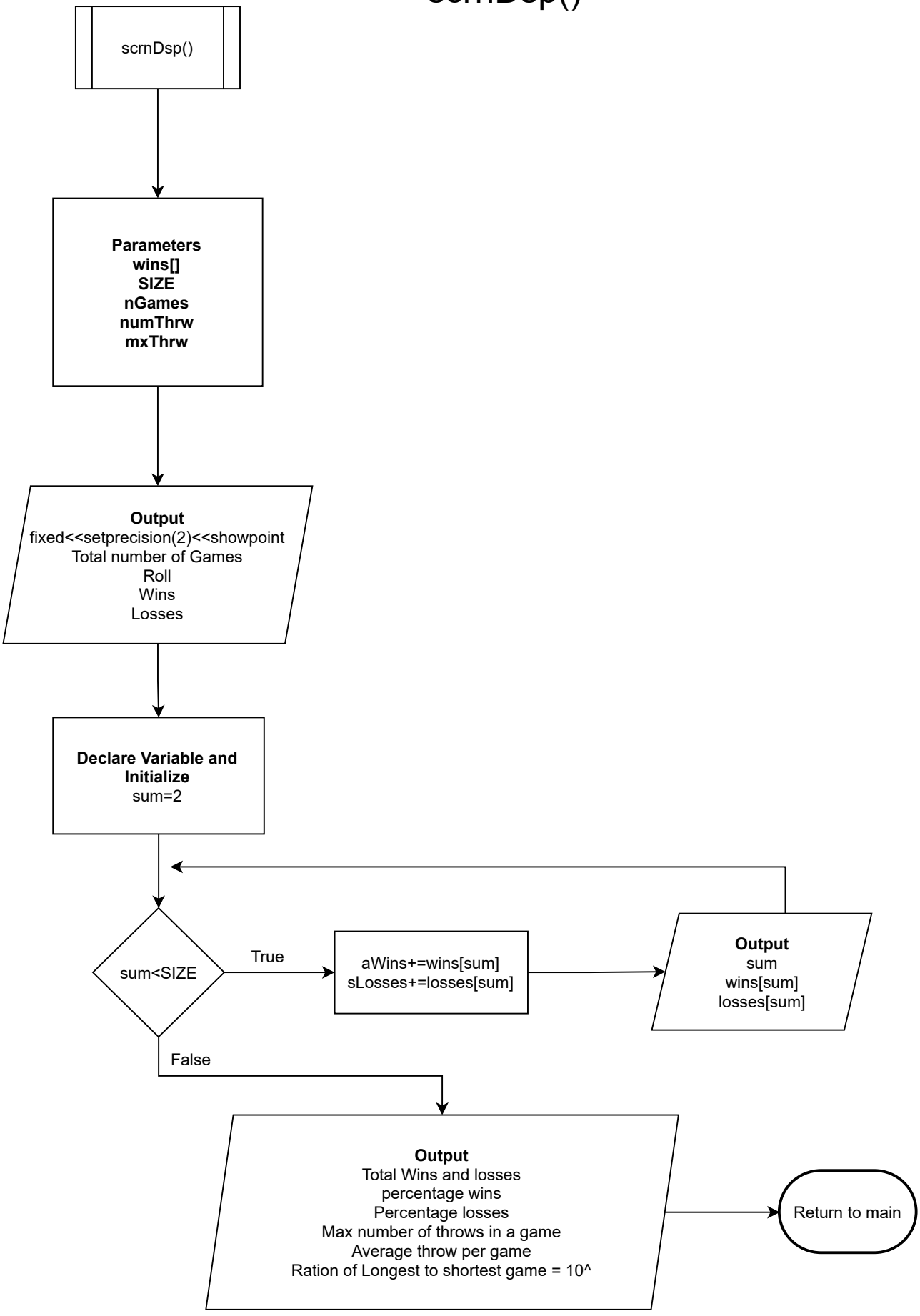
rollDie()


rollDie()
Parameter
sides
Declare and Initialize Variables
die1=rand()%sides+1
die2=rand()%sides+1
sum1=die1+die2
return sum1

fileDsp()


fileDsp()
Parameters
&out
wins[]
losses[]
SIZE
nGames
numThrw
mxThrw
Output
Total number of games
and Rolls Wins and Losses
Create and Initialize Variables
sWins=0
sLosses=0
sum=2
sum<SIZE
True
sWins+=wins[sum
sLosses+=losses[sum]
Output
sum
wins[sum]
losses[sum]
False
Output
Total wins and losses
Percent wins
Percent losses
Max Number of Throws in a game
Average throw per game
Ratio of Longest to shortest game
return to main

scrnDsp()


scrnDsp()
Parameters
wins[]
SIZE
nGames
numThrw
mxThrw
Output
fixed<<setprecision(2)<<showpoint
Total number of Games
Roll
Wins
Losses
Declare Variable and Initialize
sum=2
sum<SIZE
True
aWins+=wins[sum]
sLosses+=losses[sum]
Output
sum
wins[sum]
losses[sum]
False
Output
Total Wins and losses
percentage wins
Percentage losses
Max number of throws in a game
Average throw per game
Ration of Longest to shortest game = 10^
Return to main