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**Purpose:** Flowchart Mastermind Game V2

**System Libraries**  
iostream  
ctime  
cstring  
standard namespace

**Structure**  
MstrMnd{  
char \*usrCode;  
char \*key;  
short size;  
bool dup;  
}

**Function Prototypes**  
prpGme  
allwDup  
codLngth  
\*dupLngth  
genCode  
mstrMind  
hint  
dspHint  
clean  
rndDgit  
chkDup  
whtPegs

main

Set random number seed

**Declare variables**  
MstrMnd game;  
MstrMnd \*ptr=&game;

prpGame(ptr)

mstrMind(ptr)

clean(ptr)

return 0  
exit from main

























