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Purpose: Flowchart Project 2 (Uno Game)

System Libraries
iostream
cstring
iomanip
fstream
string
ctime
cstdlib
standard namespace

Classes
Uno
Pile
Deck
Player

Enumerated Values
Values{
ZERO, ONE, TWO,
THREE, FOUR, FIVE,
SIX, SEVEN, EIGHT,
NINE, SKIP, REVERSE,
DRAW, WILD,
DRAWWILD

Function Prototypes
void draw(Deck
&, Player &, int);
void setup(Deck
&, Uno &);
void toss(Unos
&, Player &, int);
void show(Unos &);

main

Set random number seed

Declare variables
Deck set; //Set of Uno Cards
Player plr1; //Player 1
Player plr2; //Player 2
Uno top; //Stack of Uno Cards
short input; //Input from player

Setup game:
draw 7 cards for both players
draw a card from deck to pile

exception
handling

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