

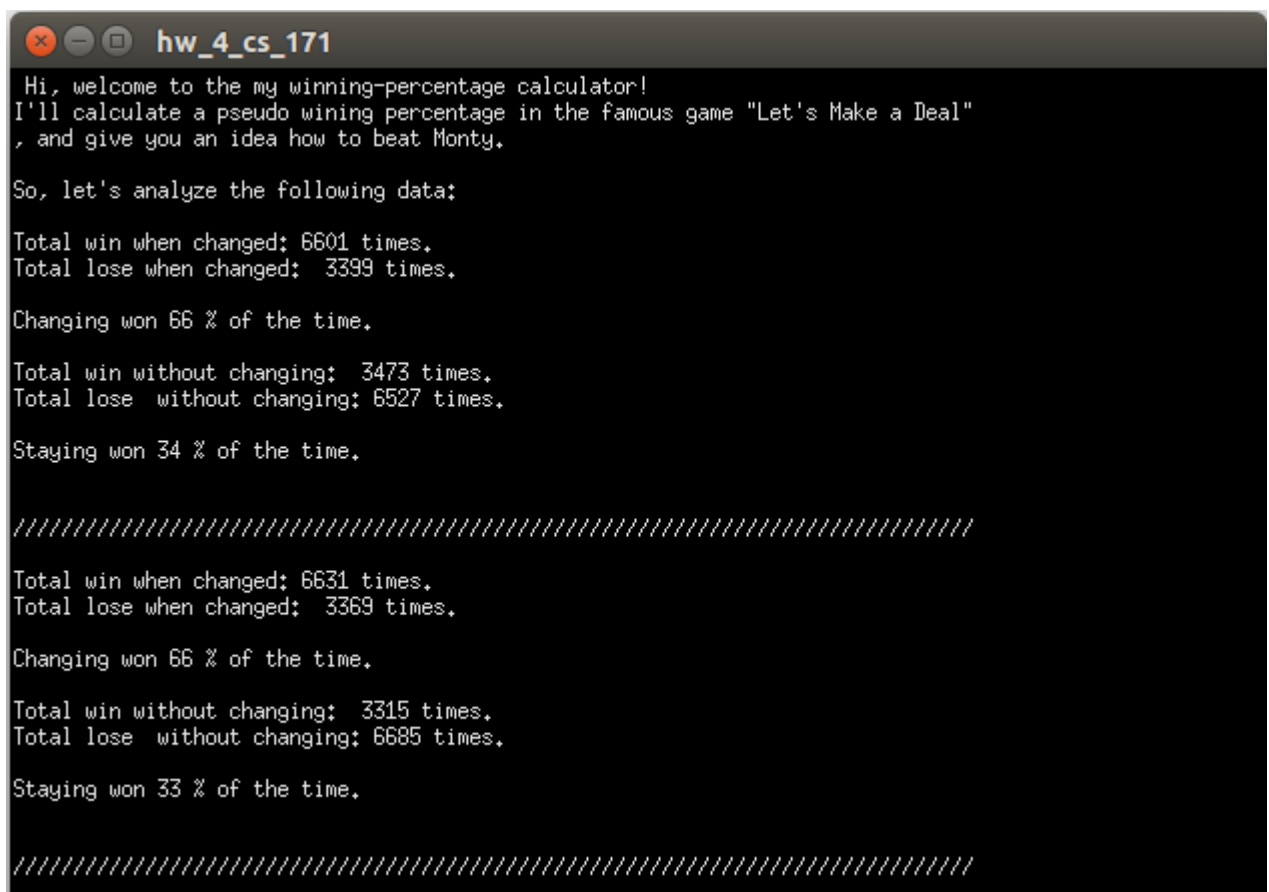
User Manual:-

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*****
PROGRAM    : let's_make_a_deal_pseudo_percentage.cpp
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Last Modified : 1st March, 2016.
*****/
PROGRAM PURPOSE    : This program will compute the pseudo result of the game "Let's Make a
                    Deal" for 10000 times. In fact, the program is made to answer the
                    famous question in the game, "is it to the player's advantage to switch
                    doors?" After running the program, it will show the total number of wins
                    and losses along with the overall percentage of winning in different
                    situations. It won't take any input. The user just need to run the program
                    and analyze the result to understand the answer of this question.
```

To run the program, please open the let's_make_a_deal_pseudo_percentage.cpp file in a compiler that is able to compile any program, which is written in C++. After that, build and run the program.

A new window will pop-up. It will show you a few lines about the purpose of the program. Then it will show you the total number of wins and losses along with the overall percentage of winning in different situations. It won't take any input. You just need to run the program and analyze the result to understand the answer of this question as described in the program purpose.

Sample Test:



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hw_4_cs_171
Hi, welcome to the my winning-percentage calculator!
I'll calculate a pseudo winning percentage in the famous game "Let's Make a Deal"
, and give you an idea how to beat Monty.

So, let's analyze the following data:

Total win when changed: 6601 times.
Total lose when changed: 3399 times.

Changing won 66 % of the time.

Total win without changing: 3473 times.
Total lose without changing: 6527 times.

Staying won 34 % of the time.

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Total win when changed: 6631 times.
Total lose when changed: 3369 times.

Changing won 66 % of the time.

Total win without changing: 3315 times.
Total lose without changing: 6685 times.

Staying won 33 % of the time.

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```