

1.1 Program Description:

This program runs a version of the dice game *Pass the Pigs*, by David Moffat. This simplified form of the game is played with n number of players, ranging from two to ten players. Arranged in what can be visualized as a circle, the players roll the dice, or the *pig*, in an effort to earn points. Whenever the pig lands on its side, the next player's turn commences. The first player to reach 100 points wins the game.

1.2 Files Included in the Directory:

- **pig.c**
 - The source file that contains the main code that allows the game to run.
- **names.h**
 - Header file that contains an array of 10 elements, containing various names that are used as the names of the players of the game.
- **Makefile**
 - File that contains the tasks required to compile the program from the source code.
- **README.md**
 - Text file is written in markdown syntax that describes the process to build and run the program. In addition, it also describes error handling and any bugs and problems that were come across in development.

1.3 Pseudocode:

Get number of players through user input

if the number of players, n , is not $2 < n < 10$, then assume 2 players

Get random number generator seed

if the seed number is invalid (exceeds `UINT_MAX`) assume seed number 2021

while top points < 100:

start at player 0:

generate random number

if random number corresponds with side

increase player array indice by 1

if random number corresponds with razorback OR trotter

add 10 points to player

if random number corresponds with snouter

add 15 points to player

if random number corresponds with jowler

add 5 points to player

if top points \geq 100:

print player wins prompt

end program

1.4 Additional Credits:

- I attended Sloan's section at 1:15 PM on Wednesday to learn more about creating a Makefile for reference in future assignments.
- Pig position array from asgn1.pdf was used for enumerating the pig positions.

1.5 Supplementary Diagrams

