CS 2028C HW2

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This program can be compiled by running the “compile.bat” script in our submission. In order for this to work, the “g++” command must be added to your path and you must be in the same directory as the script. Alternatively, you could add the files into a Visual Studio project.

Nicholas McClorey wrote the functions to validate user input, the “Wheel” class and the “Player” class. Daniel Wood worked on the main function and the general game flow. Kyle Van Blaricom worked on some of the utility functions used by the main function.