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Description: My algorithm. My preference is pseudocode.

Psuedocode:

* Start
* Input
  + Input (Name)
  + Two random dice (random func) variables between 1 & 6
  + For loop yes keep playing (“yes”)
  + Counter for times played
  + Counter for times won
* Process
  + Add two dice and save into sum variable
* Decision
  + If sum = 7, go directly to player wins
  + Else if sum = 11, go to player win
  + Else if die 1 and die 2 are equal values, go to player win
  + Else, player loses
* Output
  + Response based whether on user win or lose
  + Request if they want to continue
  + Display counter at quits
* End