

# ASSIGNMENT 3 DESIGN DOCUMENT

Pehara Vidangamachchi

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Ethan L. Miller

## About:

This assignment aims to create a program that replicates a simulation of a singular game of dreidel. Dreidel is a game derived from an ancient game that utilized a four-sided spinning top often used for gambling and at bars.

## Design Proccess for Dreidel.c

For my main program for dreidel.c I had to utilise the random function in order to create several different results for the number of plates, number of coins and the seed. This can be done by using srand and the time function to generate a random seed that gives out a diverse set of answers.

### Spin\_dreidel function

- Initialize any variables used within the code

- Generate a random seed

- Math function setting the range

- Return the random number for dreidel spins

### Play\_game

- Initialize all variables used within the code

- Create a variable for the pot that is set to 0 at first

- A for loop that goes through the different options for each roll

  - Use case to transition between each face, N, G, H, S

- Return

### Random\_player\_count

- Initialize the used variables within the code

- Create a for loop to iterate through the given names

- Select a number of players and then randomly choose the names

- Return the player names

Combine all of the code together  
Generate an output message  
Announce the winner of the game.

## **Play-dreidel.c**

Contains my main function for my code which compiles all my code into a runnable program when ran through the make file generates the wanted results.

Main function

Print statement that returns all results