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Lab 2

EECE1080C ~ Programming for ECE

9/15/15

Source Code

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Lab 2 - Dice Game

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#include <iostream>

#include <stdio.h>

#include <stdlib.h>

#include <time.h>

using namespace std;

int main()

{

srand(time(NULL));

int dice1Num = rand()%6 + 1;

int dice2Num = rand()%6 + 1;

int diceTotal = dice1Num + dice2Num;

bool tester = true;

//If - else loop

while(tester) {

if (diceTotal == 7 || diceTotal == 9 || diceTotal == 11) {

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you won!" << endl;

tester = false;

} else if (diceTotal == 2 || diceTotal == 3 || diceTotal == 5) {

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you lost." << endl;

tester = false;

} else {

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " so you'll have to roll again." << endl;

dice1Num = rand()%6 +1;

dice2Num = rand()%6 + 1;

diceTotal = dice1Num + dice2Num;

}

}

//Switch - Case

/\*while(tester) {

switch (diceTotal) {

case 2:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you lost." << endl;

tester = false;

break;

case 3:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you lost." << endl;

tester = false;

break;

case 5:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you lost." << endl;

tester = false;

break;

case 7:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you won." << endl;

tester = false;

break;

case 9:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you won." << endl;

break;

case 11:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " which means you won." << endl;

tester = false;

break;

default:

cout << "You rolled a " << dice1Num << " and a "

<< dice2Num << " for a total of " << diceTotal << " you'll have to roll again." << endl;

dice1Num = rand()%6 + 1;

dice2Num = rand()%6 + 1;

diceTotal = dice1Num + dice2Num;

break;

}

}\*/

return 0;

}

Program Results

1.)

You rolled a 4 and a 6 for a total of 10 you'll have to roll again.

You rolled a 2 and a 2 for a total of 4 you'll have to roll again.

You rolled a 4 and a 2 for a total of 6 you'll have to roll again.

You rolled a 3 and a 4 for a total of 7 which means you won.

Process returned 0 (0x0) execution time : 0.009 s

Press any key to continue.

2.)

You rolled a 3 and a 4 for a total of 7 which means you won.

Process returned 0 (0x0) execution time : 0.007 s

Press any key to continue.

3.)

You rolled a 5 and a 5 for a total of 10 so you'll have to roll again.

You rolled a 1 and a 2 for a total of 3 which means you lost.

Process returned 0 (0x0) execution time : 0.007 s

Press any key to continue.