

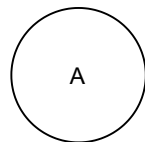
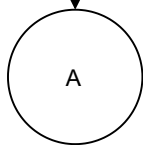
Name: Ryan Adolacion
Date: 30 Jan 2021, 3:00 PM
Purpose: Shootout V4 Flowchart

System Libraries:
iostream
cstdlib
ctime
cmath
iomanip

User Libraries

Global Constants:
MAXRAND
= pow(2,31) -1

Function Prototypes:
pUnifrm();
pKill(float);

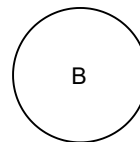
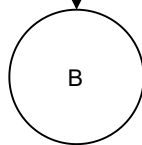


Main

Set Random Seed:
srand(static_cast<unsigned>
(time(0)));

Declare Variable:
aSkill, bSkill, cSkill;
aLive, bLive, cLive;

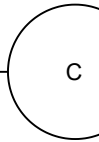
Initialize Variables:
aSkill=1.0f/3
bSkill=1.0f/2
cSkill=1.0f
aLive=bLive=cLive=true;



game=1

game<=
nTrials

game++



aLive=bLive=cLive=true;

aLive

True

cLive

True

cLive=!pKill(a

True

bLive=!pKill(a

bLive

True

cLive

True

cLive=!pKill(a

True

aLive=!pKill(a

cLive

True

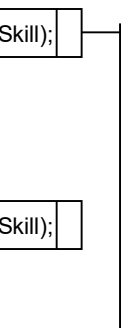
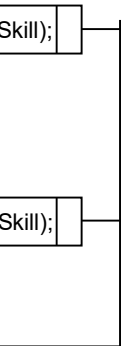
bLive

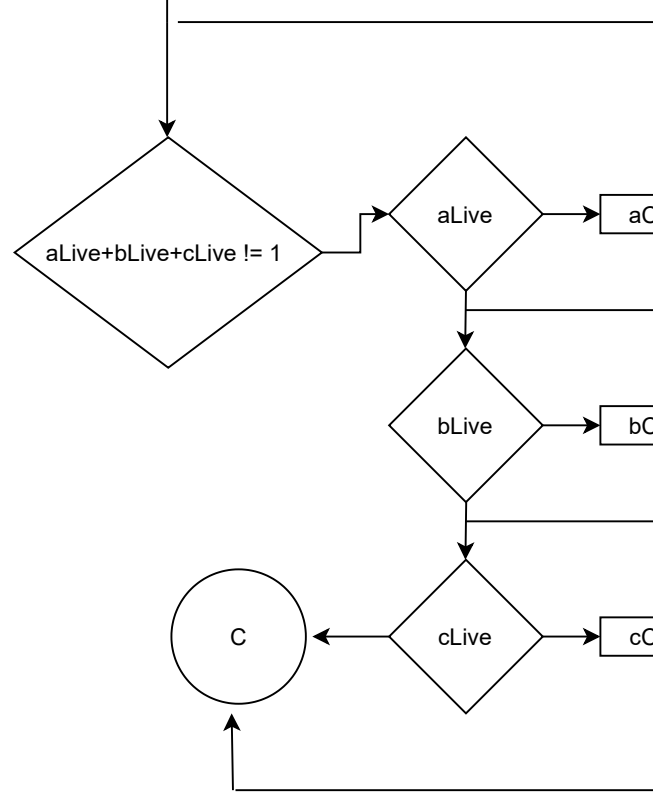
True

bLive=!pKill(a

True

aLive=!pKill(a





Cnt++

Cnt++

Cnt++

