

Author: Dr. Mark E. Lehr  
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Purpose: Craps Implementation

System Libraries  
I/O Library  
Format Library  
Random Library  
Time library  
File library  
Standard Namespace

User Libraries  
none

Function Prototypes  
none

Global Constants  
none

main

Set the random  
number seed

**Declare Variables**  
w2,w3,w4,w5,w6,w7,w8,w9,w10,w11,  
w12,l2,l3,l4,l5,l6,l7,l8,l9,l10,l11,l12,  
gameLm,games,totThrw, mxThrw,  
avgThrw,in,fileNm

**Initialize**  
gameLm=10000000;  
w2=w3=w4=w5=w6=w7=w8=w9=w10=w11  
=w12=0;  
l2=l3=l4=l5=l6=l7=l8=l9=l10=l11=l12=0;  
fileNm="nGames.dat";  
in.open(fileNm.c\_str());  
totThrw=0;

**Declare and Initialize Out of Loop**

ln>game  
s

**Assign games**  
games = min(games,gameLm)

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