

Summit Singh Thakur

st866@drexel.edu

03 March 2017

CS-171-C, Lab Section 065

Homework 4 System Manual

System Manual

- `setupDoors()` - this function randomly assigns the value ``C'` or ``G'` to the three reference parameters and checks that two of `door1`, `door2`, and `door3` is a ``G'`, and that the other is a ``C'`
- `pickDoorChoices()` - this function obeys the constraint that Monty never picks the same door as the player and never picks the door that has the car
- `checkDoors()` - function returns true when player wins by not switching
- `switchDoors()` - function switches door values
- `table()` - function to show table which includes percentage of stay wins and switch wins
- `main()` - this function runs the game for 10000 times and calls different functions to output desired results: `setupDoors()`, `pickDoorChoices()`, `checkDoors()`, `switchDoors()`, `table()`