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Homework 4 User Manual

User Manual

- There used to be a TV game show called "Let's Make a Deal" which ran for many years, with host Monty Hall.
- The program has a loop that runs 10000 times. In each iteration, it randomly picks a door number between 1 and 3 for placing the car.
- Place goats behind the other doors.
- Simulate the player with a random door pick.
- Randomly pick a door not the player's choice that has a goat (there may be one or two of them depending on what the player picked), simulating Monty's choice.
- When the loop is finished, display the percentage of times the user wins by using each strategy along with a message that answers the question: "is it to the player's advantage to switch doors?"
- The program will give output of a table showing the results of Stay Wins and Switch Wins (percentage + numbers).