

## System Manual

In this program I used 5 functions, setupDoors, result, pickDoorChoices, Chart, and main. In the setupDoors function, I randomly created a number from 1-3 which represents what door the car is behind. In the pickDoorChoices function I randomly selected a number from 1-3 for what the player chooses. Then based on the player's door Monty is given a number as long as it is not the player's door or the door with the car. In the result function we it will calculate the amount the user gets correct and the amount the user gets incorrect. In the chart function the percentage of Correct and incorrect without swapping is calculated, and the percentage of correct and incorrect with swapping is calculated. Then it is outputted in a chart format. In the main function I have my do while loop that calls the setupDoors function 10,000 times. After that it will call the chart function to display the percentages.