```
+----------------------------------+
|              Input               |
+----------------------------------+
| Field          | Type   |        |
| ------------------------------   |
| player Take          int         |
|                                  |
| computer Take        int         |
|                                  |
| starting Stones      int         |
|                                  |
| remaining Stones     int         |
|                                  |
+----------------------------------+
```

```
+--------------------------------------------+
|                  Process                   |
+--------------------------------------------+
| ------------------------------             |
| | Action / Operation     |                 |
| ------------------------------             |
| | Generate random stones 15–30 |           |
| | Player selects 1–3 stones |              |
| | Validate legal move |                    |
| | Computer selects 1–3 stones randomly |   |
| | Ensure computer move is legal |          |
| | Subtract stones from total |             |
| | Check if stones == 0 |                   |
| | Determine winner/loser |                 |
+--------------------------------------------+
```

```
+----------------------------------+
|              Output              |
+----------------------------------+
| Field          | Type  |         |
| ------------------------------   |
| | winner          | String|      |
| | stonesRemaining | int   |      |
| | lastMoveTaken   | int   |      |
+----------------------------------+
```