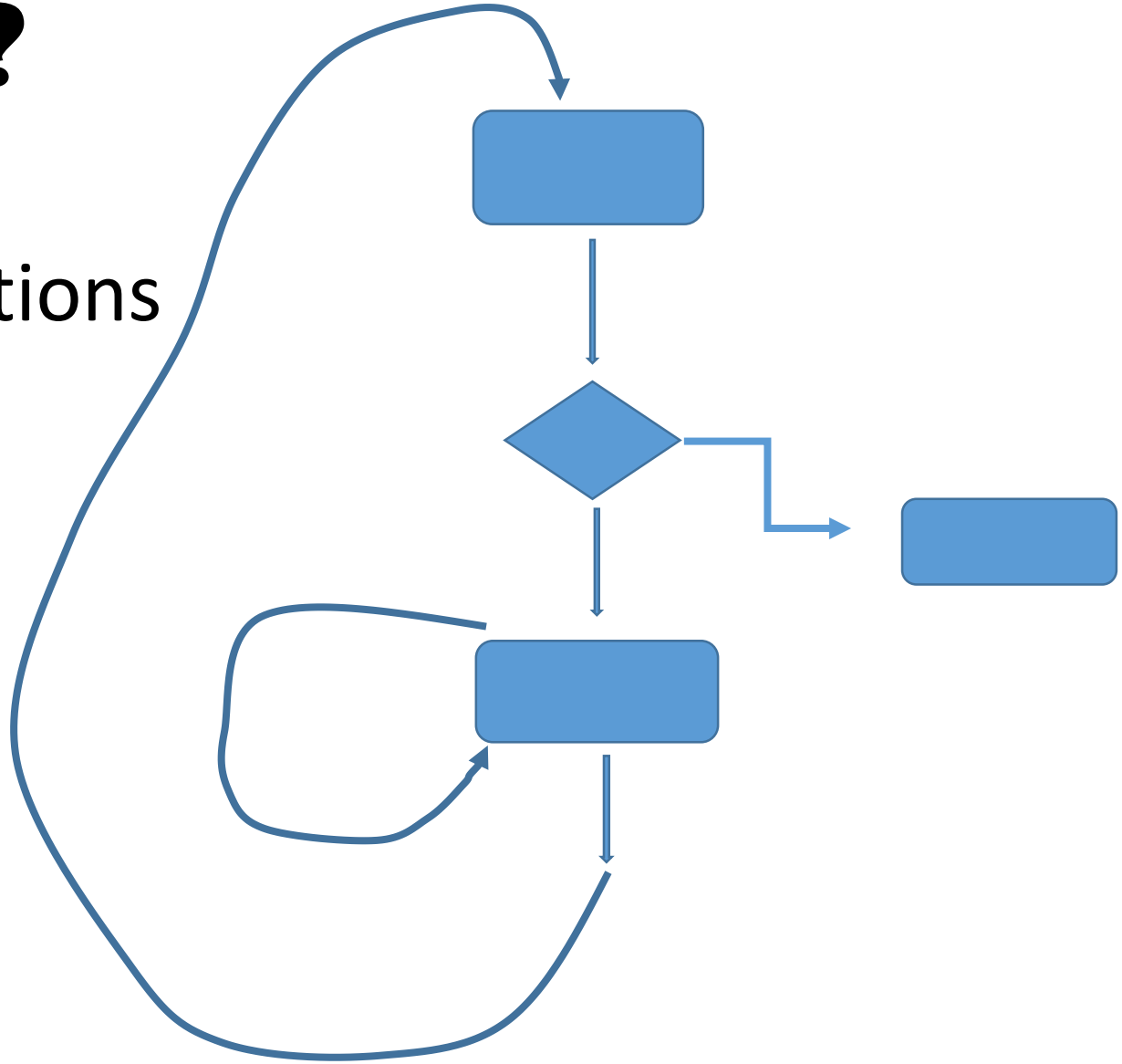
LAB #N – RULES FOR CRAPS

- Shooter throws dice
  - If they get a 7 or 11 then they start a round
  - If the get a 2,3,12 then they lose and the next Shooter gets to start
  - If they get 4,5,6,8,9,10, then they may keep rolling, unless some one else wants to be a new Shooter
- If on the last roll they got 7 or 11, then they roll again
  - If they get a 7 then they lose and the next Shooter gets to start
  - If they get a 4,5,6,8,9,10, then that number becomes the “mark” and they roll again
- This next roll and subsequent rolls they are trying to re-roll the “mark”
  - If they roll the “mark” then every one wins, and they get to start again to rill a 7 or 11 to start
  - If they roll a 7 before they roll the “mark” then they lose and the next Shooter gets to start

How do we start?

- Define major loops or functions
- Create a flow chart

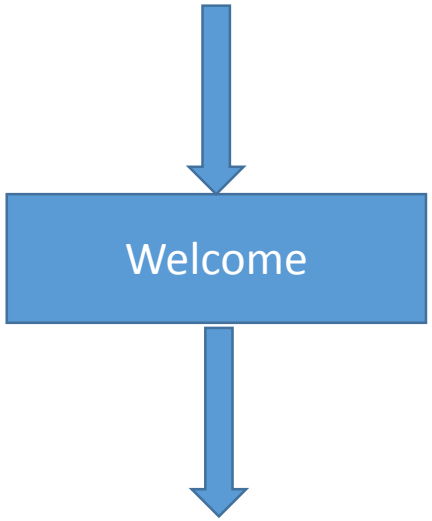


FIRST STEPS…

- We need a “welcome” & “instructions” way to start/quit
- We need a function to get our 2 dice “roll”
- We need some If /Else If /Else to test our rules
- We need some loops… probably “while loops”

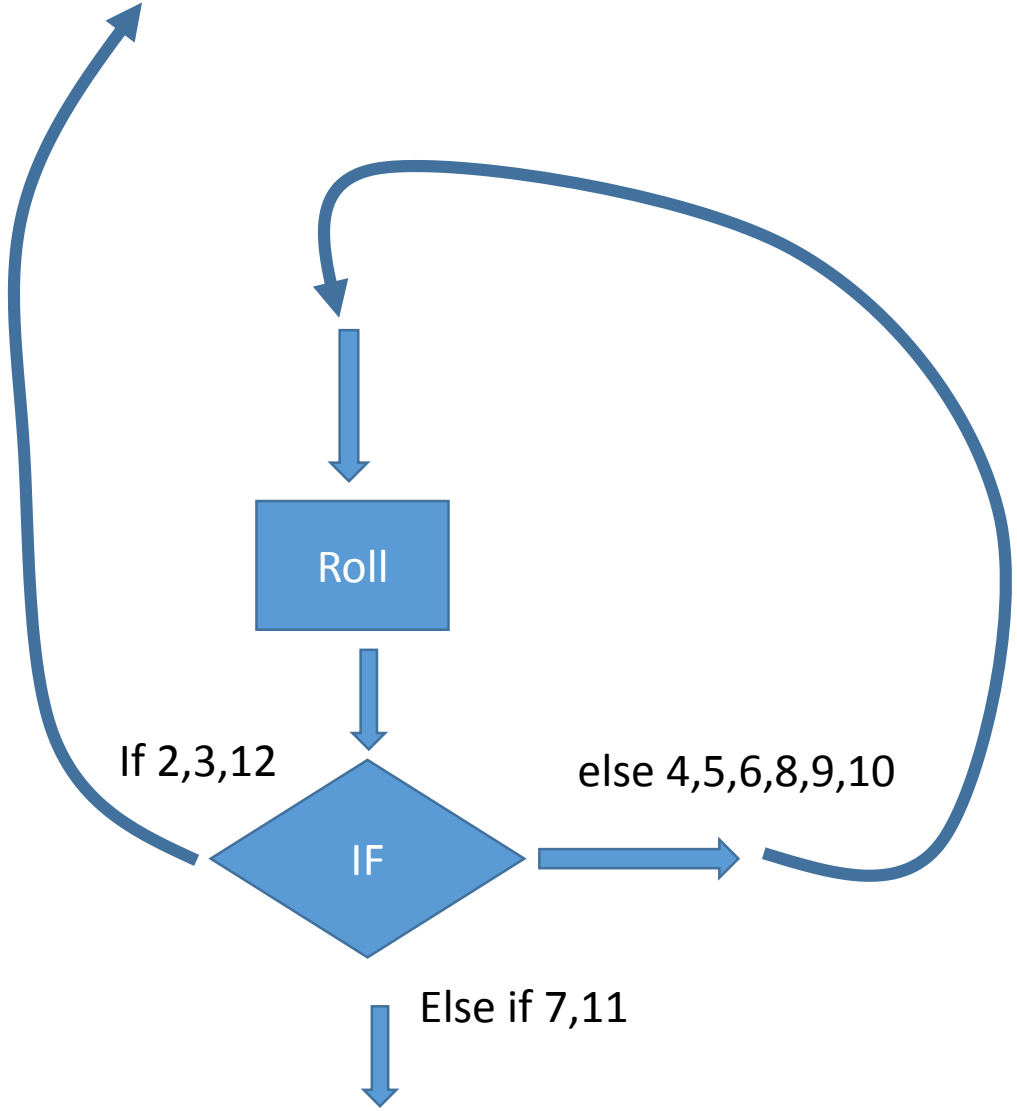
WELCOME

- Print “welcome message”
- Get input for “start” or “Q”



START AND ROLL

- Call “roll” function
- Test for 2,3,12 = Lose
- Else test for 7,11 = Start round



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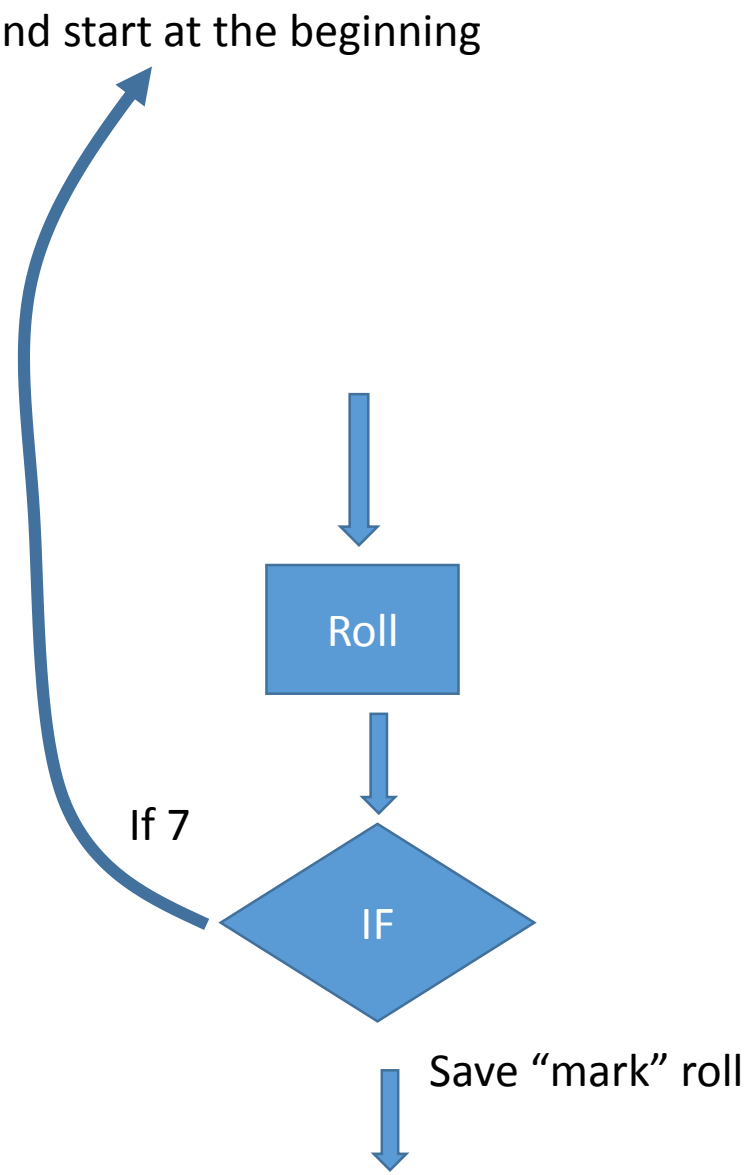
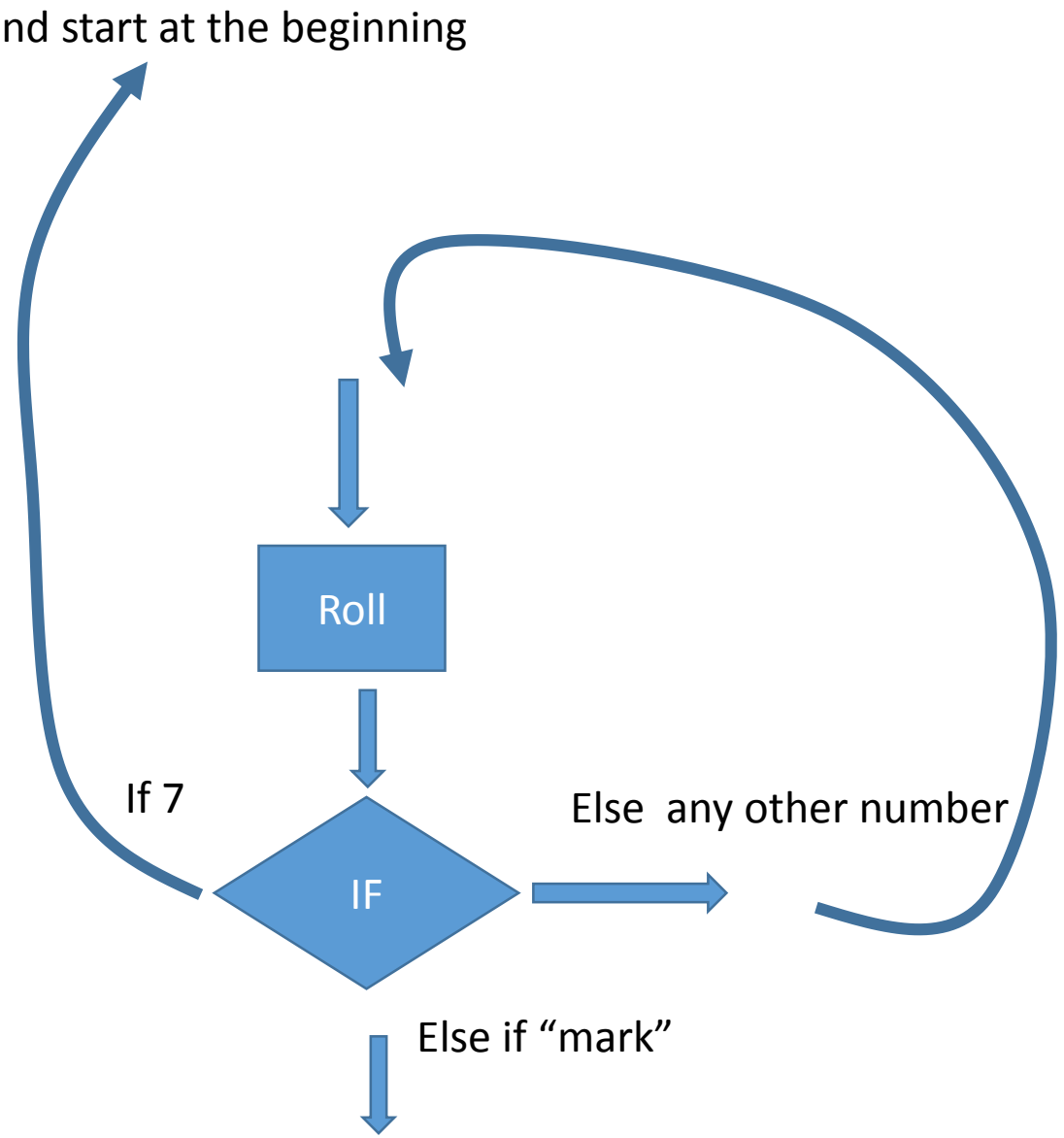
GET "MARK"

- Call “roll” function
- Test for 7 = Lose
- Else save the roll as the “mark



TEST FOR "MARK"

- Call “roll” function
- Test for 7 = lose
- Else test for “mark” = Win



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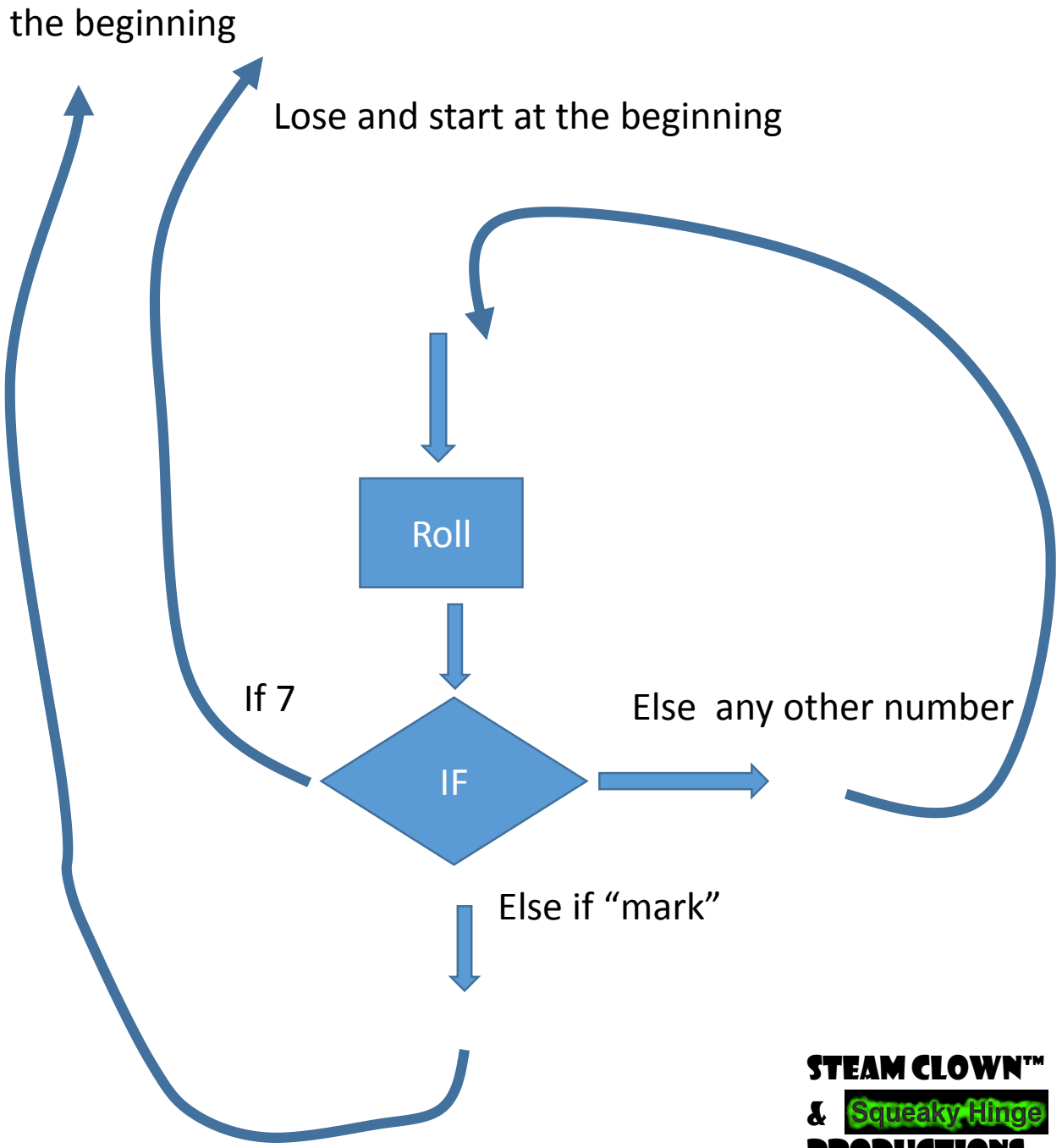
WIN

- Win =Win + 1



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