

## CEN 134 Hw (Simple Game Design for learning C Control Structures and Standard Library Usage)

Problem 1. In this problem you are wanted to implement the game which's rule are given below:

### The 6-in 7-out GAME

- a) 2 player plays this game with each player having 2 dices.
- b) To decide who will start first, each player rolls the dices. The player who rolls greater will start the game.
- c) If a player rolls a number multiple of 6 earlier than its opponent, he/she wins.
- d) If a player rolls 7 earlier than its opponent, he/she loses.

Examples:

Example 1:

Player 1 rolls 8.

Player 2 rolls 7.

Player 1 starts since  $8 > 7$ .

Player 1 rolls 8.

Player 2 rolls 13.

Game continues now we are in the second turn.

Player 1 rolls 12. (multiple of 6)

Player 1 rolls a number multiple of 6 earlier than its opponent, he/she wins.

Example 2:

Player 1 rolls 6.

Player 2 rolls 7.

Player 2 starts since  $6 < 7$ .

Player 1 rolls 9.

Player 2 rolls 3.

Game continues now we are in the second turn.

Player 1 rolls 11.

Player 2 rolls 2.

Game continues now we are in the third turn.

Player 1 rolls 3.

Player 2 rolls 7.

Player 2 rolls 7 earlier than its opponent he/she loses, so Player 1 wins.

Homework Policies:

1. Please do not submit this homework and because it will not be graded. If you any questions please see me or your lab. assistants (ask them for their office hours) at the office hour that is announced on my web site.

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