

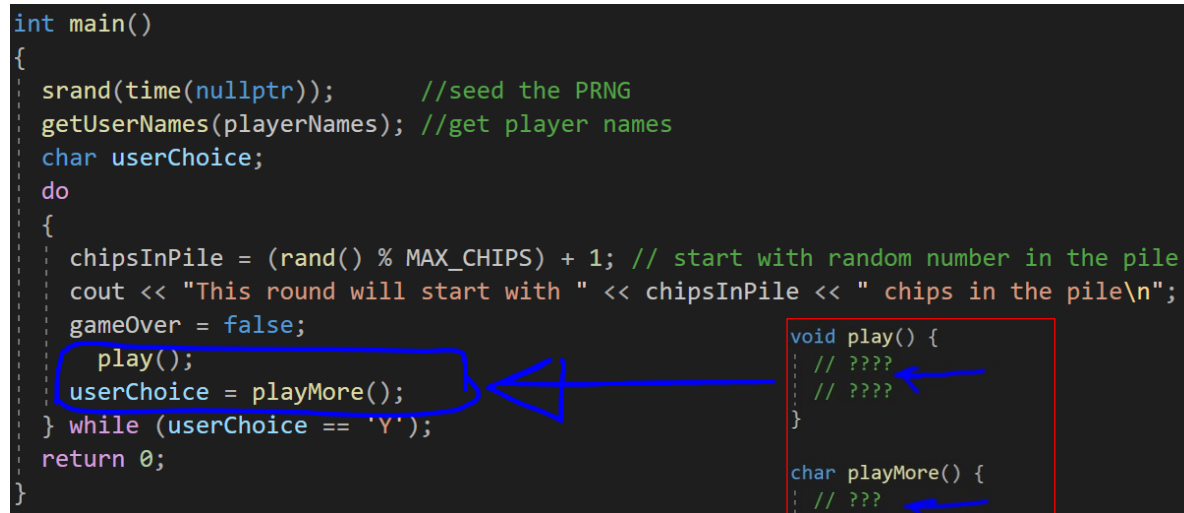
Instructions:

Work alone, develop well written code that addresses the questions, upload your solution as one (1) main.cpp file to Blackboard before the time deadline (8pm).

Examine the code attached to this project. It is from the LinkedIn Learning assignment, section 4 called: Functions. The LinkedIn lesson had you work on converting a large main() into some small parts, and its solution was to create and use the following functions:

```
string FindPlayerName(string names[], bool playerTurn);
int askMove(bool player1Turn, int chipsInPile, string names[]);
void getUserNames(string players[]);
```

This made the main() function's code cleaner, however, main() is still too large. Here is quick change to make main() more "readable".



```
int main()
{
    srand(time(nullptr)); //seed the PRNG
    getUserNames(playerNames); //get player names
    char userChoice;
    do
    {
        chipsInPile = (rand() % MAX_CHIPS) + 1; // start with random number in the pile
        cout << "This round will start with " << chipsInPile << " chips in the pile\n";
        gameOver = false;
        play();
        userChoice = playMore();
    } while (userChoice == 'Y');
    return 0;
}

void play() {
    // ???
    // ???
}

char playMore() {
    // ???
    // ???
}
```

Your job is take the original code and create functions play() and playMore()... and upload the completed program.

You will find: LinkedIn original version along with the pictured code above.

Get the altered version working, that is, fill-in the missing parts to the two functions. Upload a fully functional C++ file (main.cpp)