



# Assignment 1

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2017.11.23



# Flow Chart

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- store data → create public data base → (run a while loop  $i=1 \sim n$ ) → put own cards in data base → judge pattern from data base → store result → delete own cards in data base → (after judging all players) → decide winner (this is the most difficult part)
- It is quite normal if you write 600 lines of code.



# About this assignment

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- This assignment is not hard, but pretty annoy. You need to name your functions very clearly and use comments to help you recall your idea, or you cannot understand your code after 1 day.



# Store Data

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➤ Three parts:

1. `char public_card[10];` // 5 cards
2. `char own_card[n][4];` // 2 cards for each player
3. `int own_data[5][14];`

➤ For example:

	A	2	3	4	5	6	7	8	9	T	J	Q	K	A
S							1							
H	1				1									1
D								1						
C	1					1			1					1
total	2				1	1	1	1	1					2



# own\_data[5][14]

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- You may use the last row to decide the pattern. In the following table, you may find that this pattern is a straight. (You need to use the first four lines to decide it is flush straight or straight.)

	A	2	3	4	5	6	7	8	9	T	J	Q	K	A
S									1	1	1	1	1	
H	1													1
D						1								
C														
total	1					1			1	1	1	1	1	1



# Store Result

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➤ Two parts:

1. `int player_pattern[n]; // flush straight = 1, quads=2, full house=3,.....`
2. `char best_pattern[n][10]; // the best five cards for each player`



# Sort

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- Use `player_pattern` to find out who win(s) the game. If there are two or more players are in the same pattern, you need to use `best_pattern` to compare those players' cards.