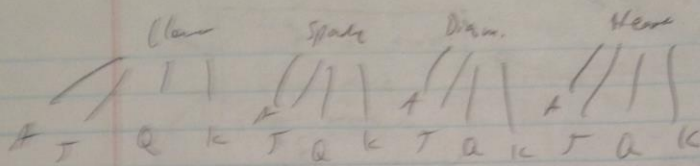


Club Spade Diamond Heart

 A T Q K A T Q K A T Q K A T Q K

Game class card - functions
 - shuffle, deal ①
 - ask for Card (player, player) ②
 - if statements: if player who ~~draws~~ has the card, give up all at that rank, draw that many new cards from stack
 - if not, player who asks draws from stack
 - Says "Go Home"
 - check for 4 of a kind (function)
 - check for victory for person who collects cards (function)

Functions must be ≤ 20 lines

To-Do card

- ③ Hold a Queue of strings of size numPlayers + 2, removes from them if too many added, this queue holds strings that indicates Player and remove
- ④ Add creases

More
 identifying
 what is new

Will get
 from

$n = 5^{th} \text{ turn}$

$0 \neq 5$ $0, 1, 2, 3, 4$

string comparison ($c1, c2$)

true if $c1 < c2$ (go before it)

false if $c1 \geq c2$ (go after it)

(convert numerical to digits)

$k+2$
 $k+1$
 k
 $(k-1)$

Characters:

inherent player &
make draw card virtual, look back
function for queue virtual,
"been requested"?

Goal:

can spend 2 turns
looking back at the entire
queue, then takes a turn

look
back
virtual

Barbarian: draws 2 cards
when told to go fight
can look back
at $\frac{1}{2}$ the queue (full power)

draw card
virtual
look back
virtual

Reptile King: Has no look back
look back function can
only access last
request

look
back
virtual

look
for
pairs

Blue Men: can look back at
 $\frac{1}{2}$ the queue (full power)

look
back
virtual

when drawing card, search hand
for pair of 3s. if have

3 of same card, create
a new card at that rank, lay
down set function: 5-70

look
back
virtual

if the time device having request
and it has come it

do hydra
class

X

request
card

Hydra;

Must always
have can give card
when asked. Can't look
back.

visual Go for,
visual ask for card, → print
visual look back → print
visual give card?

Go for,

X

Human:

print each request
to screen, don't let
them use look back.

When it's their turn have them
ask for play, card rank.

if they get a see lay or draw
it told to go forth show
card they draw.

need
for set
function

Polymorphism Plan

Gellum → needs ① look back
when

Barbaren → needs ① draw card
when
② look back
when

Heppel → needs ① look back

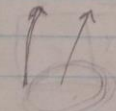
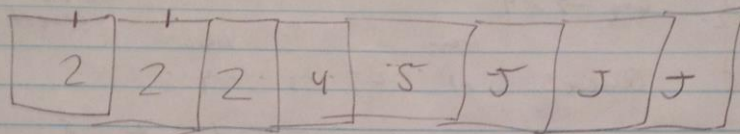
Blumen → needs ① look back
② draw card
③ check for pairs

Hydra → needs ① go for (draw card?)
② ask for card
③ look back
④ give card

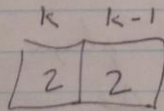
do human
class

Human → ① what look back
look back should be
pure virtual.
Assume look back algorithms?

8



→ compare 2 adjacent elements
→ if they are the same,
check one below it
→ if it is the same
perform operations
→ if it isn't continue
search from the
"slow" element



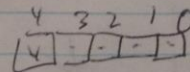
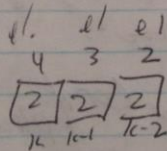
compares these,
returns true.

returns
false.
continue
at $k-2$.

$k = 4$



if this is ==
perform ops.
if not continue
search at $k-2$



$g = 3$ $g = 5$
erase 0+2 erase 0+3 erase 0+4