# C:\Users\lkissane\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\C9XNKCMP\dglxasset[1].png

# Combined GUI CSharp Assessment #2

# Due Date: Friday 3pm April 11th 2014 Group A, B, C Software1

# Final 30% Assessment on Methods

In the card game War, a deck of playing cards is divided between 2 players. Each player exposes a card; the player whose card has the higher value wins possession of both exposed cards. Create a computerized game of War in which a standard 52-card deck is randomly divided between 2 players, one of which is the computer. Reveal 1 card for the computer and 1 card for the player at a time. Award 2 points for the player whose card has the higher value. (For this game a King scores 13, a Queen 12 and a Jack 11 and then the numbers 12 down to 2, and finally an Ace which is 1). If the computer and player expose cards with equal value in the same turn (i.e. deal), award 1 point to each. At the end of the game ALL 52 cards should have been played once, and the sum of the player’s and computer score will be 52.

Use an array of 52 integers to store unique values for each card. Write a method named **FillDeck()** that places 52 unique values into this array. Write another method named **SelectCard()** that you call twice on each deal to select a unique card for each player, with no repetition of cards in 26 deals.

Create a GUI version of this War card game called WarCardGameGUI. Let the user click a button to deal the cards, then make that button invisible and expose a Play button. Each time the user clicks Play, a pair of cards is revealed as is shown over.

To keep the frame size reasonable, you should erase the output’s label contents every 5 hands.

At the end display for example:

**F I N A L S C O R E**

**Computer score is 35**

**Human Player score is 17 . . . C O M P U T E R W I N S !!!**