using System;

namespace Beggar\_My\_Neighbor

{

class Program

{

static void Main(string[] args)

{

string[] deck = { };

deck = GenDeck();

string[] handPlayer;

string[] handComp;

string[] d;

d = Shuffle(deck);

handPlayer = DealP(d);

handComp = DealC(d);

Console.WriteLine("\\\\~~~~~~~~~~~~~~~~~~~~~////");

handComp = DealC(d);

Console.ReadLine();

}

static string[] GenDeck()

{

string[] number = { "ace", "two", "three", "four", "five", "six", "seven", "eight", "nine", "ten", "jack", "queen", "king" };

string[] suit = { "S", "H", "C", "D" };

string[] deck;

deck = new string[52];

for (int i = 0; i < 52; i++)

{

deck[i] = number[i % 13] + " " + suit[i / 13];

}

return deck;

}

static void showDeck(string[] d)

{

for (int i = 0; i < 52; i++)

{

Console.WriteLine(d[i]);

}

}

static string[] Shuffle(string[] deck)

{

Random rng = new Random();

int cardNum = 0;

int cardNumT;

string tmp;

for(int i = 0; i<= deck.Length\*deck.Length\* deck.Length \* deck.Length; i++)

{

cardNum = rng.Next(0, 52);

cardNumT = rng.Next(0, 52);

tmp = deck[cardNum];

deck[cardNum] = deck[cardNumT];

deck[cardNumT] = tmp;

}

return deck;

}

static string[] DealC(string[] deck)

{

string[] CHand;

CHand = new string[26];

for (int i = 1; i<52; i+=2)

{

CHand[(i-1)/2] = deck[i];

}

return CHand;

}

static string[] DealP(string[] deck)

{

string[] PHand;

PHand = new string[26];

for (int i = 0; i < 51; i += 2)

{

PHand[i/2] = deck[i];

}

return PHand;

}

static bool play(string[] Phand, string[] Chand)

{

bool win = false;

string[] FullPhand;

string[] FullChand;

FullPhand = new string[52];

FullPhand = new string[52];

while (win == false)

{

}

return true;

}

}

}