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Created on January 22, 2024, 4:24 PM
Purpose: Concentration Card Game

System Libraries

iostream, cstdlib, ctime, iomanip
fstream, string, cmath
namespace

User Libraries
None

Global Constants - No Global Variables

Function Prototypes
None

main

Random Number Seed
srand(static_cast<unsigned int>
(time(0)))

Declaring Variables
const int cardAmt=20, char chce1, string
chce2, fstream out
string fileName, string face, suit, unsigned short
card1, card2, card3, card4, card5, card6, card7,
card8, card9,
card10, card11, card12, card13, card14, card15,
card16, card17, card18, card19, card20. fstream
input, string newCd1, newCd2, newCd3,
newCd4, newCd5, newCd6,
newCd7, newCd8, newCd9, newCd10, newCd11,
newCd12, newCd13, newCd14, newCd15,
newCd16, newCd17, newCd18, newCd19,
newCd20, char slctn, int score = 0.00
float avg = 0.00, string gameSes

Creating File
creating file Indx.dat
open output

page 2



ton of do-while loops

card1=rand()%cardPull+1;

Declare and Initialize Out of Loop
card 1
card 2

card2=rand()%cardPull+1;

while(card1==card2)

Declare and Initialize Out of Loop
card 1,2,3

card3=rand()%cardPull+1;

while(card1==card2)
repeats from 1-3

Declare and Initialize Out of Loop
card 1,2,3,4

card4=rand()%cardPull+1;

while(card1==card2)
repeats from 1-4

Declare and Initialize Out of Loop
card 1,2,3,4,5,
6,7

card7=rand()%cardPull+1;

while(card1==card2)
repeats from 1-7

Declare and Initialize Out of Loop
card 1,2,3,4,5

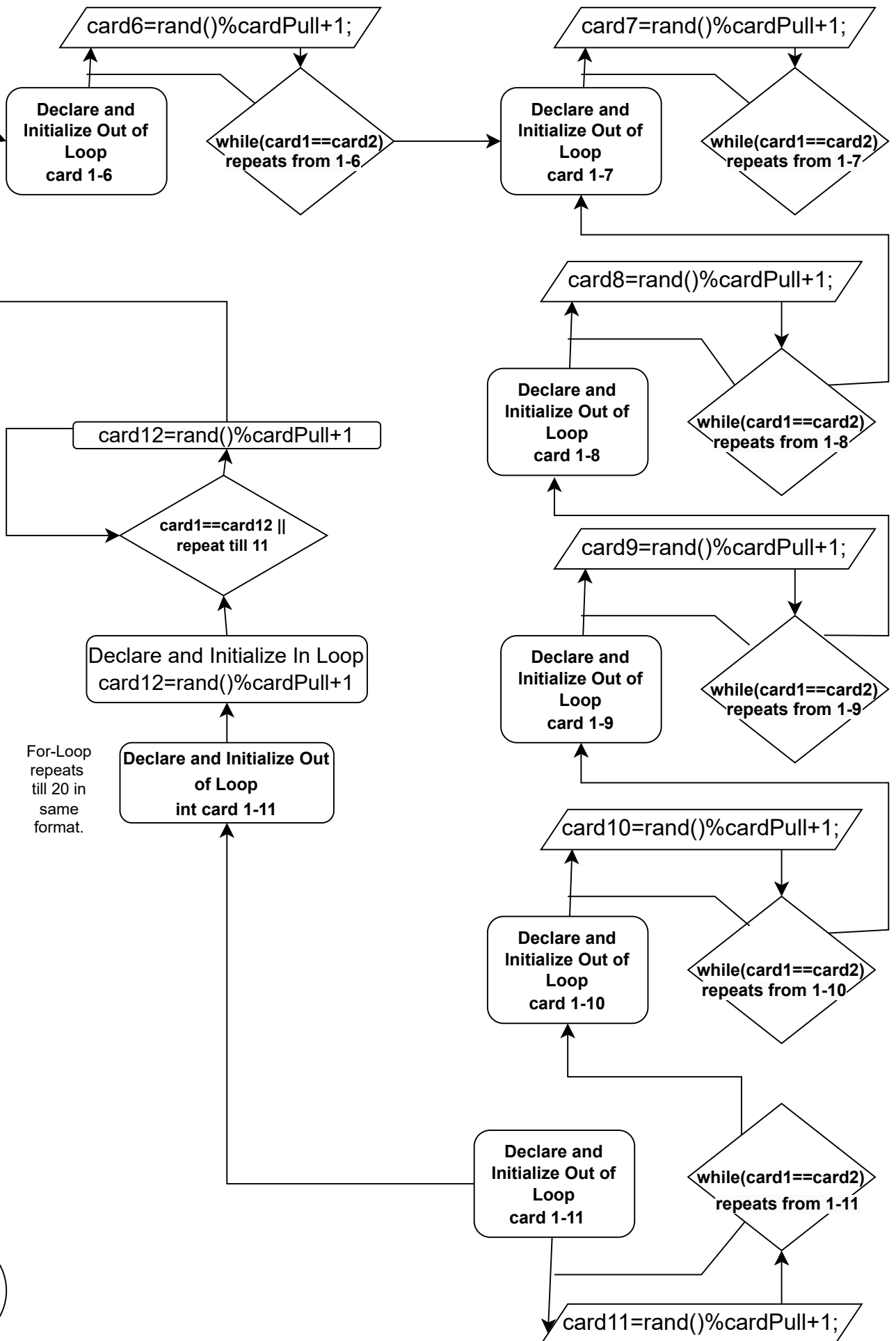
card5=rand()%cardPull+1;

while(card1==card2)
repeats from 1-5

Declare and Initialize Out of Loop
card 1,2,3,4,5,6

card6=rand()%cardPull+1;

while(card1==card2)
repeats from 1-6



page 5

string inpHold

Declare and Initialize
Out of Loop
cardPull

Declare and
Initialize In Loop
int order=1

order++

card<=cardPull

false

input.close();

Introduction
Messages

cin>>gameSes

Declare and Initialize
Out of Loop
other than y

game==ses"y"

break

default

case '3'

case '2'

case '1'

Average

Scores

Game Introduction

break

break

break

nested if else statements

if(card1==order)

newCd1=inpHold;

else if(card2==order)

newCd2=inpHold;

else

if(card1=3==order)

newCd3=inpHold;

else if(card4==order)

newCd4=inpHold;

else if(card5==order)

newCd5=inpHold;

else if(card6==order)

newCd6=inpHold;

Repeats tilll card 20

while loop iand switch case

options menu

page 6

game board:
abcd
efgh
ijkl
mnop
qrst

char a-t

a=card1
b=card2
c=card3
continues till card20

unsigned int moves=0
bool complete = true

Declare and Initialize
Out of Loop
0 and "over"

Declare and Initialize
In Loop
complete && chce2

while loop

complete<=0 &&
chce2 != "over"

true

cin>>userG1>>userG2

False

If you'd like to end the game, type over, if you want to keep trying type anything else. cin>>chce2

Go Back to home screen or end game?
cin>>gameSes;

home
screen

page 5

ends
program

return 0

if else
statements

this cycle repeats
through a-t

else if users guess
= 'a' to 'd' is a pair

That was a pair!
what they guessed
move +1
complete +1

else if users guess
= 'a' to 'd' isnt a pair

That was a pair!
what they guessed
move +1

else if users guess
= 'a' to 'c' is a pair

That was a pair!
what they guessed
move +1
complete +1

else if users guess
= 'a' to 'c' isnt a pair

That was a pair!
what they guessed
move +1

if users guess
= 'a' to 'b' is a pair

That was a pair!
what they guessed
move +1
complete +1

else if users guess
= 'a' to 'b' isnt a pair

That was a pair!
what they guessed
move +1