STRUCTURE CARD

string cardValue; // (A,2,3,4,5,6,7,8,9,10,J=Jack ,Q=Queen ,K=King)
char suite;   // (S=Spades, H=Hearts, C=Clubs, D=Diamonds)

CLASS DECK

Display_DrawPile // Displays the Draw Pile

Display_DiscardPile // Displays the Discard Pile

Play_Solitaire// Connects cards from menu to the game so the user has the same deck

InitializeDeck// Initializes a 52 size vector<card> for an object

TakeCard// Takes a card from the Draw Pile and adds it to the players hand while also deleting it from the draw pile

DrawingPhase // Function that runs all functions related to drawing a card

ValueOfCard // Takes the value of a card in transforms it into a numerical value. Returns the card's value.

ValueOfHand // Takes the total value of the player's hand. Returns the sum of the Player's hand

IfPrime // Checks if the player's hand is prime or not

ShowHand // Displays the player's hand

Game // Supreme main function for playing Solitaire. Calls all functions needed to play Solitaire

IngameMenu // The Menu in game to choose opitions from

YesPrime // For when the Player's hand is prime. Returns the size of the player's hand for reference to the discard pile

Display_Game // Calls the three Display functions for Draw Pile, Player's Hand, and Discard Pile

Unshuffled_Deck // Puts an unshuffled 52 size deck into the object.

Shuffle_Deck // Shuffles the object's deck

WinCondition // Checks if Win condition is met and what to do next if it is met.

EndMenu // Menu for the end of the game.

CLASS MENU

Initial_Menu // Start-up menu.

Unshuffled_Deck // Makes an unshuffled 52 size deck for the object.

Display_Deck // Displays the deck in a 4x13 matrix.

Shuffle_Deck // Shuffles the deck

Play_Solitaire // Transfers the Menu's deck to the Draw Pile.

InitializeDeck // Creates a blank 52 size deck.