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Game

\*Creates 4 players.

\*Creates a round.

\*Runs the round.

\*Check if there is a winner, then runs another round if not.

Card

Containing the enum of the suits and the rank and macro to access them.

Deck

A deck of cards that can be created, destroyed, showed, removed a card and shuffled.

Player

A player that can be created, destroyed, show the hand, receive a card, give a card and display his name.

UI

A user interface that can print card, deck, hand, turn state, player name, score, winner, turn number, turn loser and ask for name or card selection.

Round

Divides the deck into 4 and each player receives 13 cards. Runs 13 turns. Each turn receives a card from each player. Determines who gets the score. Calculates the score and gives the player what he deserves.

Vector

A vector consisting of integers that can be created, destroyed, added to, subtracted from, retrieved by index, changed by index, get the number of items in it, swap places in it and print.

List of files

Game.c Game.h Card.h Deck.h Deck.c Player.h Player.c UI.h UI.c Round.h Round.c vector.c vector.h ADTDefs.h main.c makefile README.docx

Modules diagram

