

# Evaluating a Hand | Coursera

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 [coursera.org/learn/pointers-arrays-recursion/supplement/3ltiL/evaluating-a-hand](https://coursera.org/learn/pointers-arrays-recursion/supplement/3ltiL/evaluating-a-hand)

## Evaluating a Hand

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In this part of the project, you will write the meat of the poker hand evaluation. You will figure out a hand's ranking, select the cards used for the highest hand, and compare rankings to determine the winning hand.

This is one of the more difficult parts of the project because it involves thinking algorithmically about the test cases you wrote in the previous course. To make this easier, make sure you keep your test cases in mind, and compile and test incrementally as you go! There are tips on how to use the provided test infrastructure to test and debug this part of the project at the end of the README.

Good luck!



**Completed**

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