座號： 01 姓名： 林秋輝

階段性作業三

C#綜合應用練習

試寫一撲克牌發牌程式，將52張牌發給四玩家，每家共13張，並利用poker\_img資料夾裡的素材來顯示撲克牌。

(ps.每次發牌均需為不同結果)

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| 結果畫面截圖：        程式碼：  Response.Write("<div>CSHW3\_第一題</div>");  Response.Write("<br />");  //弄一副牌出來  string[] PK = new string[52];  for (int i = 0; i < 52; i++)  {  PK[i] = (i + 1).ToString();  }  //測試圖片  for (int i = 0; i < PK.Length; i++)  {  Response.Write("<img src='poker\_img/" + PK[i] + ".gif' />");  }  //洗牌；使用Random洗牌  //Random r = new Random();  //Random(Class，類別) r(物件) = new Random()(建構子，函數，函式，鑄造物件的方法);  //string[] PK1 = new string[52];  Response.Write("<hr>");  ////////////////////////////////////////////////////////////////  Random r = new Random();  string X;  int Y;  for (int i = 0; i < PK.Length; i++)  {  //Response.Write(r.Next(52)); //for test  Y = r.Next(52);  //Response.Write("<div >i=" + i + "，Y=" + Y + "</div>"); //for test  if (i == Y)  {  while (i != Y)  {  Y = r.Next(52);  //Response.Write("<div >i="+i+"，Y="+Y+"</div>"); //for test  }  }  else  {  X = PK[i];  PK[i] = PK[Y];  PK[Y] = X;  }  }  for (int i = 0; i < PK.Length; i++)  {  Response.Write("<img src='poker\_img/" + PK[i] + ".gif' />");  }  Response.Write("<hr>");  ////////////////////////////////////////////////////////////////  //發牌；P1,P2,P3,P4；分享52張牌  /\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  //發牌；P1共13張牌  for (int i = 0; i < PK.Length; i += 4)  {  if (i == 0)  {  Response.Write("<span>P1： </span>");  }  Response.Write("<img src='poker\_img/" + PK[i] + ".gif' />");  }  Response.Write("<br/>");  //發牌；P2共13張牌  for (int i = 1; i < PK.Length; i += 4)  {  if (i == 1)  {  Response.Write("<span>P2： </span>");  }  Response.Write("<img src='poker\_img/" + PK[i] + ".gif' />");  }  Response.Write("<br/>");  //發牌；P3共13張牌  for (int i = 2; i < PK.Length; i += 4)  {  if (i == 2)  {  Response.Write("<span>P3： </span>");  }  Response.Write("<img src='poker\_img/" + PK[i] + ".gif' />");  }  Response.Write("<br/>");  //發牌；P4共13張牌  for (int i = 3; i < PK.Length; i += 4)  {  if (i == 3)  {  Response.Write("<span>P4： </span>");  }  Response.Write("<img src='poker\_img/" + PK[i] + ".gif' />");  }  Response.Write("<br/>");  ////////////////////////////////////////////////////////////////  //20190204新增  //產生四列之表格  Table table = new Table(); //create one object of type Table  //table.ID = "tb";  //table.Attributes.Add("border", "3px"); //自己加一個屬性  table.CellPadding = 5;  table.Style["margin-top"] = "15px";  for (int i = 0; i < 4; i++)  {  TableRow tRow = new TableRow();  table.Rows.Add(tRow);  //tRow.Attributes.Add("border", "3px");  tRow.Style["font-size"] = "16pt"; //設定Style  tRow.Style["width"] = "100%";  //tRow.VerticalAlign = VerticalAlign.Top;  for (int j = 0; j < 13; j++)  {  TableCell tCell\_0 = new TableCell();  //tCell\_0.Text = i.ToString();  tRow.Cells.Add(tCell\_0);  Label VV = new Label();  VV.Text = "<img src='poker\_img/" + PK[4 \* j + i] + ".gif' />";  tCell\_0.VerticalAlign = VerticalAlign.Top;  tCell\_0.HorizontalAlign = HorizontalAlign.Center;  tCell\_0.Controls.Add(VV);  tRow.Cells.Add(tCell\_0);  }  }  Page.Controls.Add(table);  ////////////////////////////////////////////////////////////////  \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/  //20190209修改  //產生四列之表格，每列四張牌，共發13次  Table table1 = new Table(); //create one object of type Table  table1.ID = "tb2";  table1.Attributes.Add("border", "3px"); //自己加一個屬性  table1.Style["font-size"] = "16pt"; //設定Style  table1.Style["width"] = "100%";  table1.CellPadding=5;  table1.Style["margin-top"] = "15px";  for (int i = 0; i < 14; i++)  {  TableRow tRow1 = new TableRow();  table1.Rows.Add(tRow1);  tRow1.Attributes.Add("border", "3px");  tRow1.Style["font-size"] = "16pt"; //設定Style  tRow1.Style["width"] = "100%";  for (int j = 0; j < 4; j++)  {  TableCell tCell\_1 = new TableCell();  //tCell\_1.Text = i.ToString();  tRow1.Cells.Add(tCell\_1);  Label VV1 = new Label();  if (i == 0)  {  VV1.Text = "Player" + (j + 1);  }  else  {  VV1.Text = "<img src='poker\_img/" + PK[4 \* (i-1) + j] + ".gif' />";  }  //VV1.Text = "<img src='poker\_img/" + PK[4 \* i + j] + ".gif' />";  tCell\_1.VerticalAlign = VerticalAlign.Top;  tCell\_1.HorizontalAlign = HorizontalAlign.Center;  tCell\_1.Controls.Add(VV1);  tRow1.Cells.Add(tCell\_1);  }  }  Page.Controls.Add(table1);  //Response.Write("<hr>");  //////////////////////////////////////////////////////////////// |

**繳交作業時，請以FTP上傳程式原始檔與本文件檔各一份，原始程式碼請另放置於「完成結果檔」資料夾內。**

※功能須完全完成始得通過※