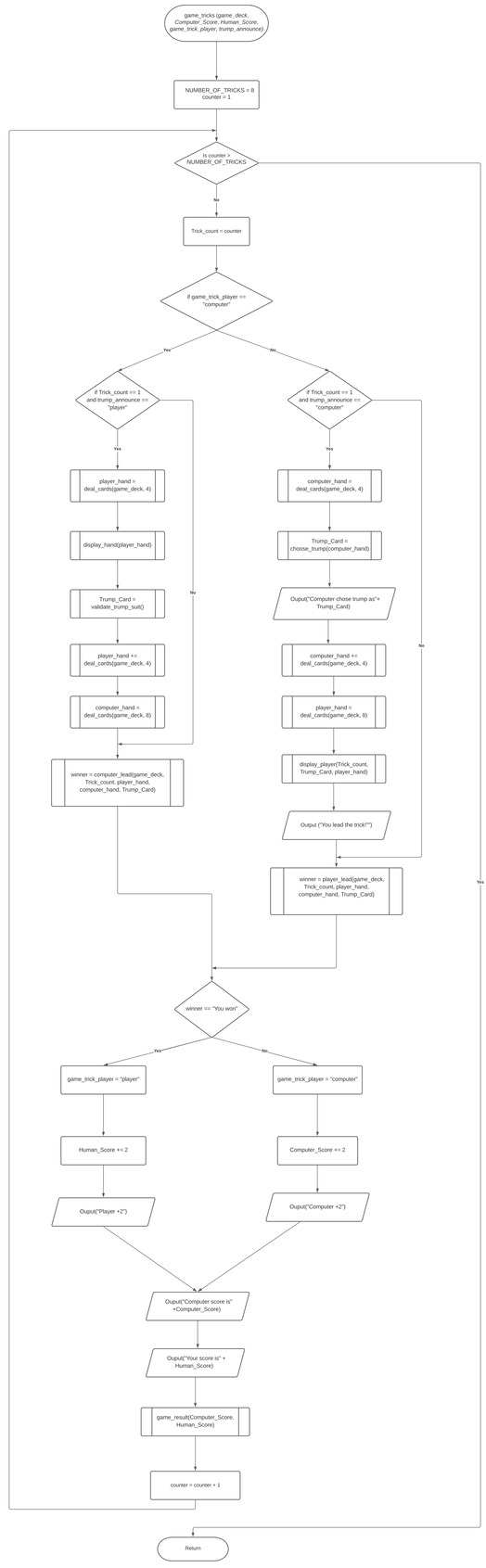
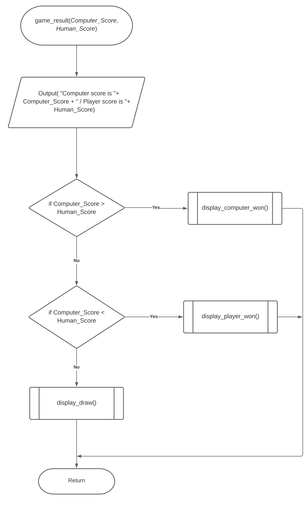
The Flowchart for Game Phase

Flowchart: game_tricks
This the main which implements the game phase

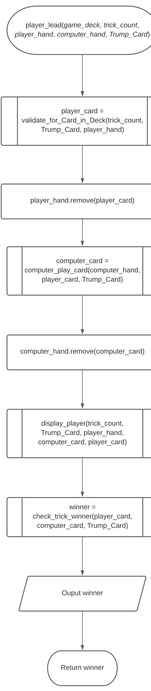


Flowchart: game_result

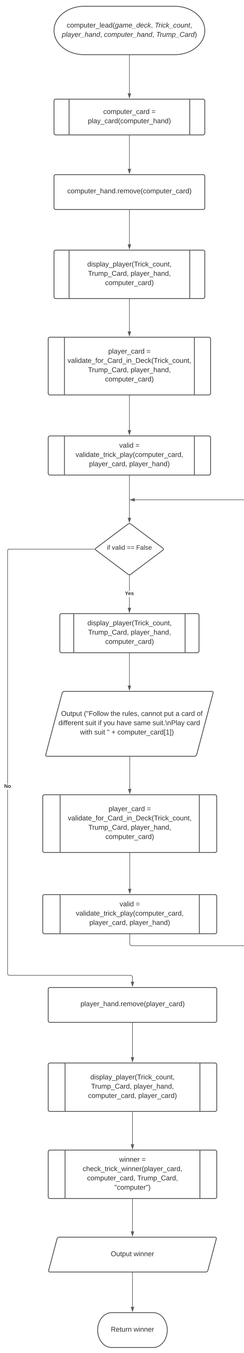


Below are the main two game logic functions

Flowchart: player_lead

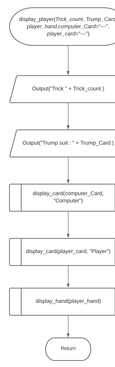


Flowchart: computer_lead

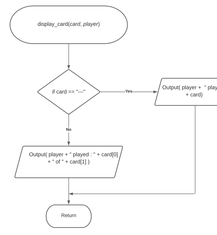


Below are the Display functions used:

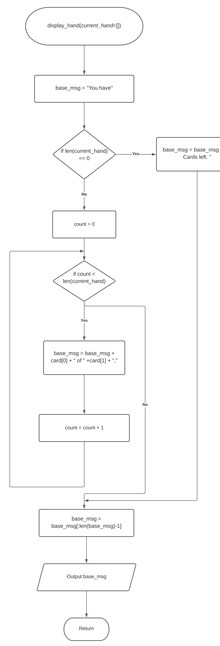
Flowchart: display_player



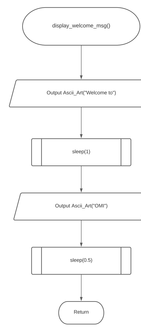
Flowchart: display_card



Flowchart: display_hand

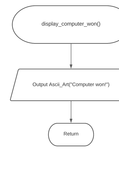


Flowchart: display_welcome_msg

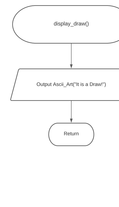


Flowchart: display_player_won

Flowchart: display_computer_won



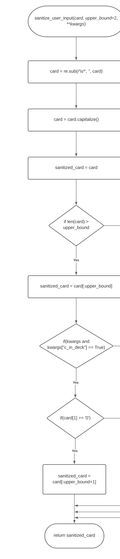
Flowchart: display_draw



Below are the Validation functions used.

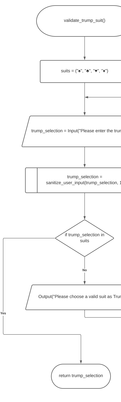
Flowchart: validate_trick_play

Flowchart: sanitize_user_input



Flowchart: check_card_in_hand

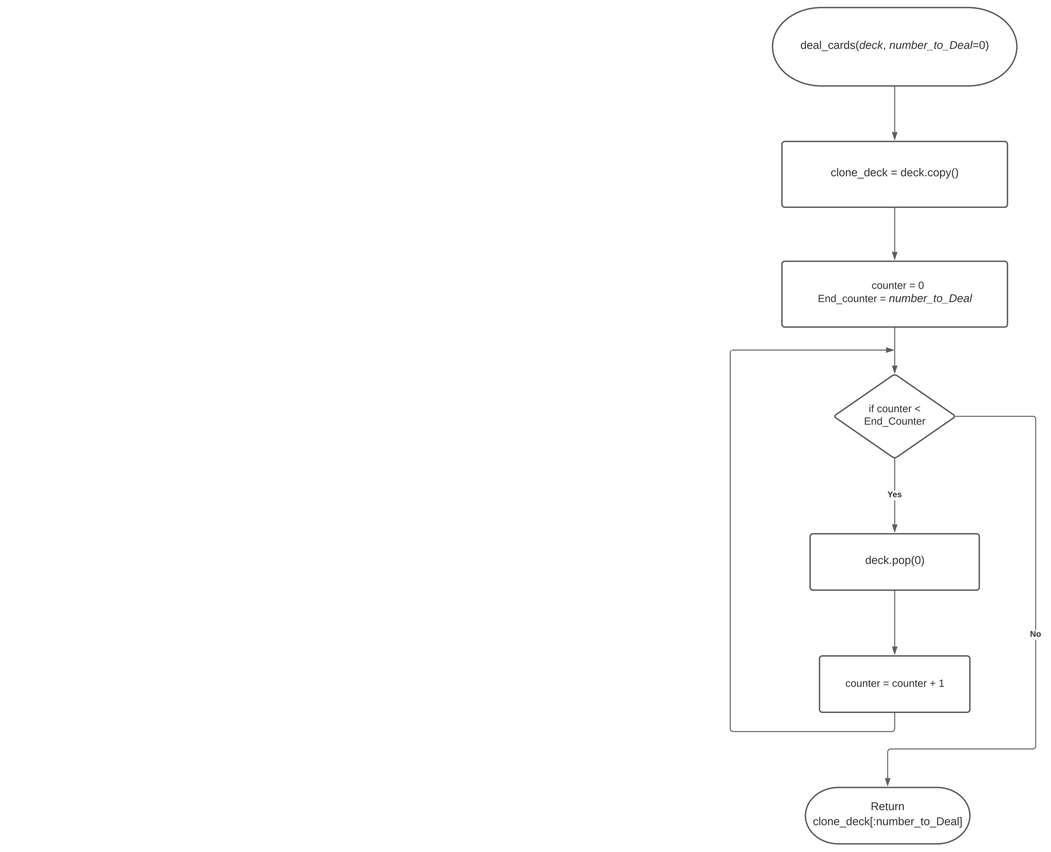
Flowchart: validate_trump_suit



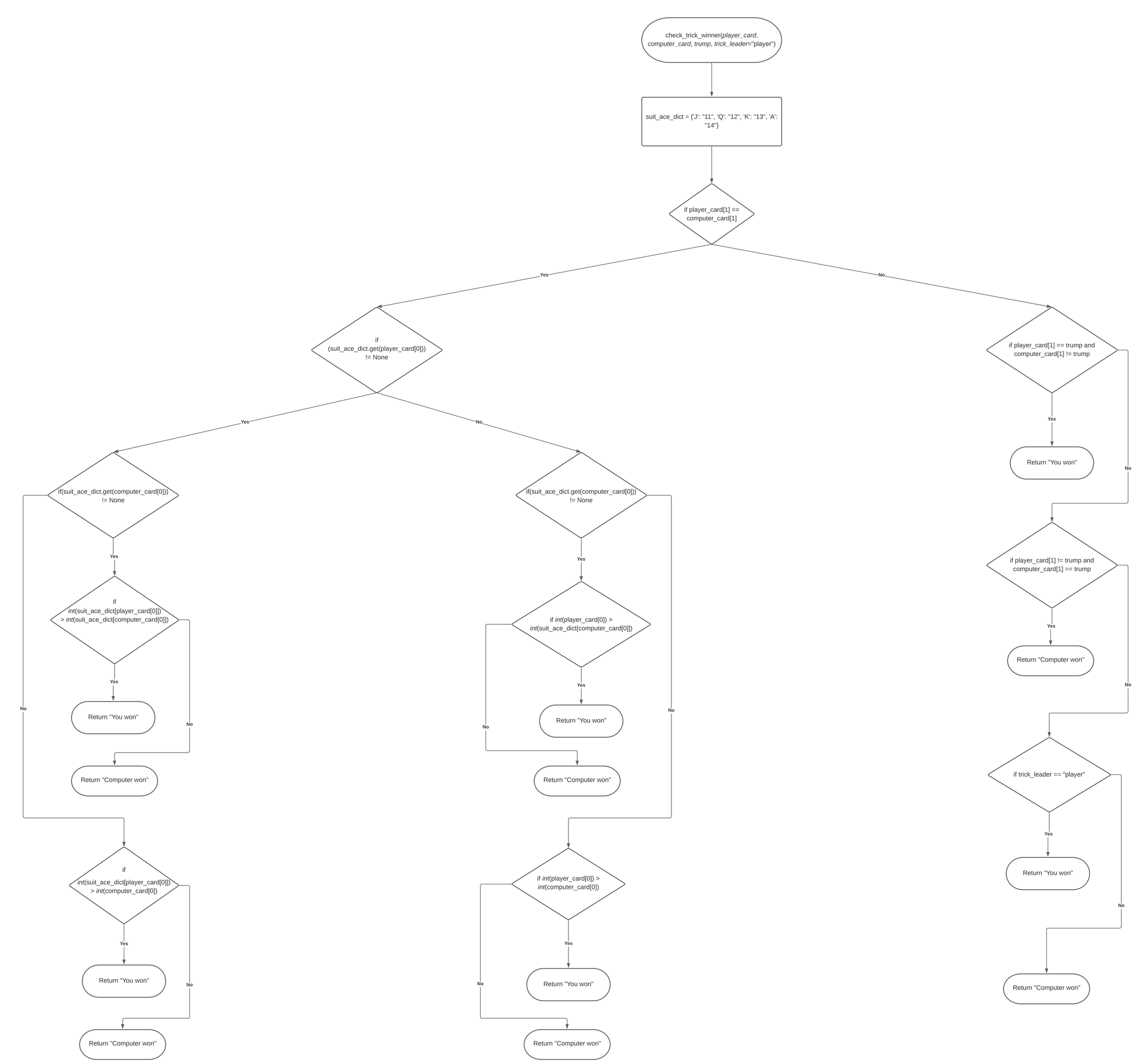
Flowchart: validate_for_Card_in_Deck

Below are the Deck functions.

Flowchart: deal_cards



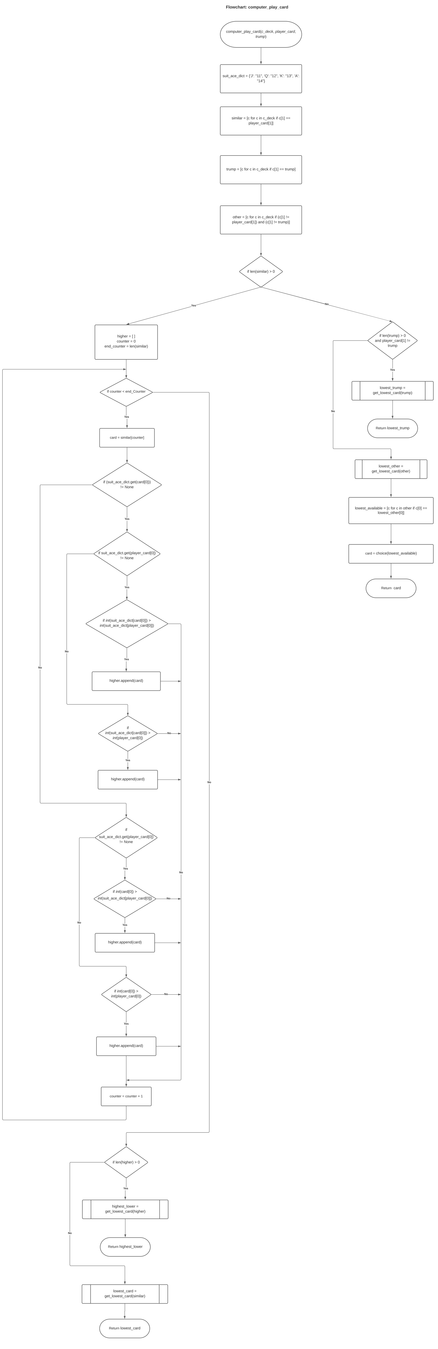
Flowchart: check_trick_winner



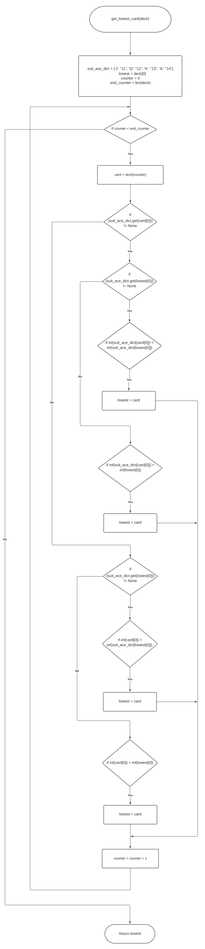
Below are the First set of Computer Functions.

Flowchart: play_card

Flowchart: computer_play_card

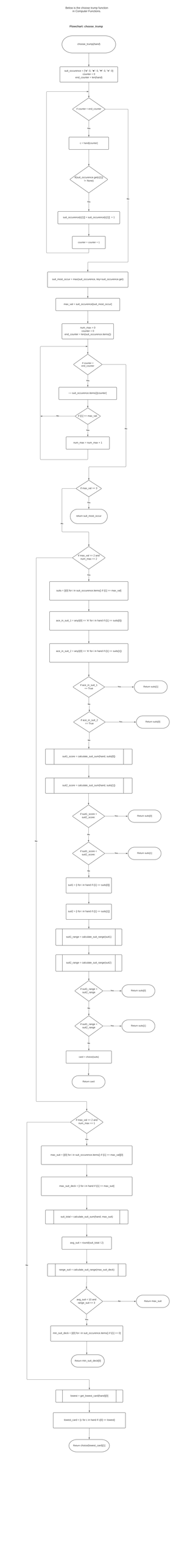


Flowchart: get_lowest_card



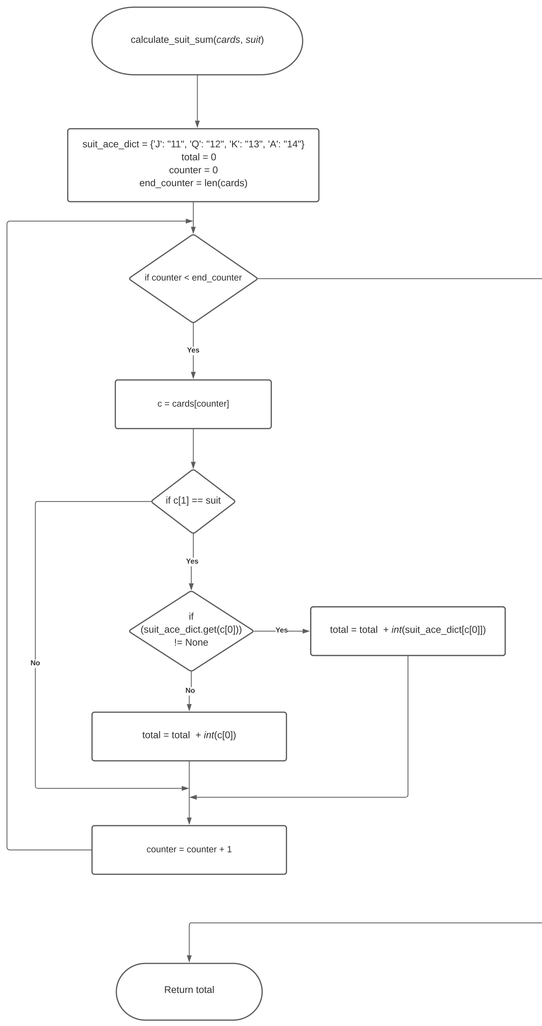
Below is the choose trump function
in Computer Functions.

Flowchart: choose_trump



These are the final set of function in Computer Functions.

Flowchart: calculate_suit_sum



Flowchart: calculate_suit_range